WHITE DWARF

Issue No. 2 Aug/Sept 1977

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This Issue

- GREEN PLANET TRILOGY — Analysis and Review
- THE MONSTERMARK — Revised Monster Tables
- COMPETITIVE D&D — Scoring

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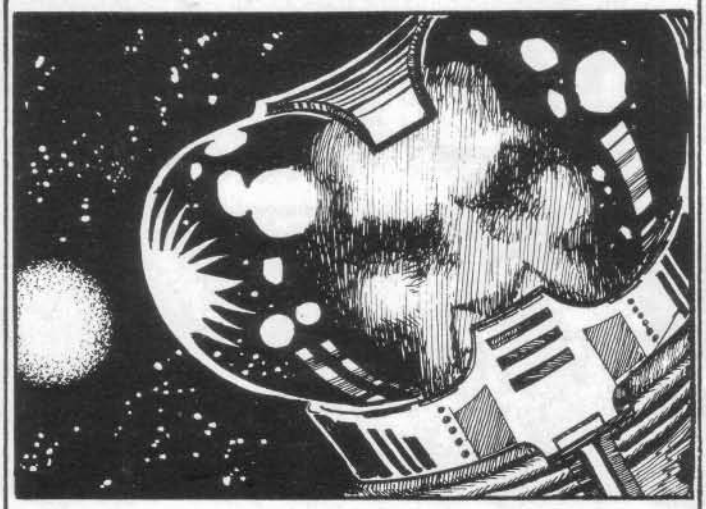

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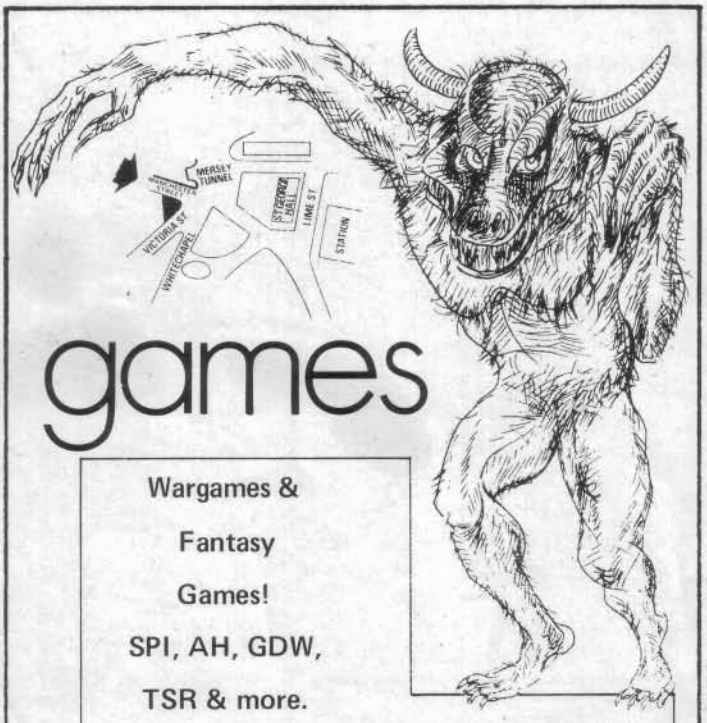

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Traditional wargamers, table-toppers in particular, have for sometime been looking down their noses at D&D and SF/F games in general, considering themselves above, as they put it, such childish nonsense. What makes them act in such a superior manner?

Could it be a lack of understanding on their behalf? SF/F gamers who, for the most part, started off on wargames understand that wargamers do not seek to revel in blood and gore when they play their games, but are merely pitting their strategical and tactical wits against each other whilst having *fun*. It would seem reasonable, therefore, that wargamers should understand that SF/F gamers are doing likewise.

If their argument is that the games lack skill, I suggest they *try* D&D, Starship Troopers, White Bear Red Moon, Outreach, Ogre. . . .

If their argument is that the games lack credibility, then I suggest that they come out of the past and look to the future.

But, perhaps, it's neither of the above two reasons and they do, in fact, appreciate that SF/F gamers are no different to themselves with respect to the attitude towards their games. What, then, could be the reason for their action?

I believe that the real reason is that wargamers see SF/F games, with its ever growing band of followers, as being a serious challenge to their authority in the adult games hobby and are playing them down to prevent a take-over in popularity. They probably realise that magic and role-play in fantasy games, and futuristic weapons and monsters in science fiction games offer so much more than wargames ever can, being set within such narrow limits. So it must be a case of trying not to lose face.

But really, there ought to be harmony between both factions. Why should one try to lessen the status of the other? After all, war*games* are a fantasy, and SF/F games are wargames with the added dimension of imagination.

Ian Livingstone

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Associate Editor: Steve Jackson
Cover Illustration by: Christopher Baker
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Competitive D&D

by Fred Hemmings

In *White Dwarf 1* I explained the problems that exist when setting up a game of competitive D&D. This time I intend to concentrate on pre-rolled characters and the system used to allocate points.

Bearing in mind that we had just over five hours of playing time available to us on *D&D-Day* we had the choice of running either two reasonably long expeditions, or trying for five of one hour each. Taking into account the number of people we thought might wish to play, we decided on the latter. Allowing for the basic work in being a DM we decided that the greatest number of people we could handle on an expedition (remember we were going to be doing it all day long) was seven at any one time. This gave us a total of 35 players each or seventy in total which we felt was reasonable and proceeded with our plans. I was especially keen to provide each player with two characters in order to avoid a player losing interest because his character was dead. The dungeon itself, especially near the entrance, was also designed with player interest in mind.

Since the characters were to be pre-thrown, making them other than first level was no complication. It had been decided that in order to beef up the party even more, a fifteenth character would be added, nominally run by the DM, but in fact tagging along with the largest group of the party. He would be our excuse and method of supplying the party with additional equipment, some of it magic. (I had imagined the party would spend a couple of minutes testing this, but in fact only one party seemed more than marginaly interested and it wasted almost half an hour in the process). Having done this and also biased the room treasures in favour of magic, it seemed to us that the party would progress quickly. This was our big mistake, they didn't!

The dungeon consisted of five levels, a party having to pass through from 11 to 23 rooms plus one major and a few minor stretches of corridor in order to reach the fifth level. Of these a number of the rooms were either empty or harmless, yet, despite this, even the most 'adventurous' party only managed five rooms and the major corridor section. We had made it too big.

The overall design was one which, whilst it would actually change only in minor respects, would seem almost totally different for each party due both to chance and the installation of two matter transmitters, both of them two-way. After an introductory series of rooms, the first four levels were a series of rooms that would have felt at home in most dungeons (though they were more carefully planned than was apparent), together with short pieces of corridor. The fifth level and the series at the start were all specials; the former providing most of the 'treasure' whilst the latter, as it turned out, providing nearly all the action. To reinforce the aspect of the dungeon being different for each party, there were minor puzzles with rewards for whoever should solve them whilst others, simple enough if recognised, did the same for the whole party. Additionally each pair of characters had their own personal targets. These all appeared on the character sheets and the following is an example:–

PERSONAL TARGETS:

Protect Burke Underhill –	100 points
Conceal Pandora's box –	300 points
Help Hercules in his second task and prevent his meeting his doom –	500 points

GROUP TARGETS:

Visit Mars (and live) –	5 points(2nd level)
Find the yellow brick road –	10 points(2nd level)
Avoid Wyndham's trouble –	15 points(3rd level)
Play the flower game –	25 points(3rd level)
Drink at the spring of Yggdrasil –	50 points(4th level)
Recover the Sacred Ankh –	300 points(5th level)
Cross the bridge of Kazad Dum –	250 points(5th level)
Do shoot the piano player –	300 points(5th level)
Cast out the demons –	400 points(5th level)
Walk to the end of the long corridor –	500 points(5th level)
Erase all traces of Monty Python –	500 points(5th level)
Stop the brain drain –	300 points(5th level)
Eliminate the Midas touch –	300 points(5th level)
Recover the Gloves and Belt of Thor from his foes –	400 points(5th level)
Prevent the coming of Homo Superior –	300 points(5th level)
Carry off the law –	100/200 points(5th level)

Of these tasks, most will become obvious, if they are not already. However, the ones on the 2nd, 3rd and 4th levels deserve a word of explanation. All were relatively simple to carry out – the standing on Mars in a room where a solar system design decorated the floor; lifting the correct carpet would reveal the yellow brick road; staying away from a patch of lichen in another room avoided Wyndham's trouble; to play the flower game meant ring-a-roses in an appropriately decorated room; whilst drinking from a spring beneath a chest hidden among the roots of a gigantic oak tree completed the one for the fourth level . . . . and not one trap amongst them!

As each player was to have two characters, pairing these up to provide approximately equal potential was something of a problem, especially since all three alignments were included. The chaotics would have the advantage of being able to jump the others (though this was somewhat counteracted by giving some lawfuls the personal task of killing chaotics). Our final decision as to pairing appear below together with extra equipment provided which was other than 'normal'. Notable characteristic scores are also noted as are hits (players were not told how many hits their characters had):–

CASSIA	a fifth level, neutral, right-handed Fighter of 16 strength, 21 hits and a potion of invulnerability was paired with
CARL	a second level, neutral, right-handed Monk with a constitution of only 6, 4 minus 2 hits and a +1 sword (IQ 1).
BRUTUS	a fifth level, neutral, either-handed Fighter, with 25 hits and a rod of cancellation had as a partner
LOTUS	a second level, neutral, left-handed Illusionist, with 4 hits and a scroll of non-detection.
FLASH	a second level, lawful, right-handed Ranger of 17 strength and 15 constitution, had 12 plus 2 hits and +1 armour, was paired with
MILO	a second level, lawful, left-handed Cleric. He had 6 hits, a +1 shield and a staff of striking with 80 charges.
JOSE	a second level, chaotic, left-handed Magic User of 6 strength, 4 hits and no magic items was paired with
WILL	a third level, chaotic, right-handed Bard, of 7 hits and a +1 protection cloak.
ZADOK	a third level, chaotic, left-handed Thief had 6 hits and a sword which would break the first time it was used, was partner in crime to

PRUDENCE a third level, chaotic, ambidexterous Fighter with a constitution of 16, 10 + 3 hits, a potion of levitation and a +1 sword which was also +3 v. clerics (IQ 4).

PIERRE a second level, lawful, right-handed Cleric with a strength of 5 had 10 hits but also the handicap of a shield which would break at the first blow, was partnered by

JOAN a second level, lawful, right-handed Fighter with a strength of 14. She had 8 hits and a potion of Bronze Dragon control (one existed in the dungeon).

TONTO a fifth level, neutral, right-handed magic user had 14 hits, a bowl of watery death and a partner called

AVON a second level, neutral, right-handed Thief. This unfortunate person had a strength of 3, a constitution of 5, 6 minus 2 hits and a +1 sword with the ability to locate objects (and an IQ Ego that would take her over in stress situations).

BURKE was there for the party to deal with as they chose, many having as a personal task either his protection or destruction. He was a second level, neutral, left-handed Fighter with a strength of 18 + 3 + 5 while both IQ and Charisma were 3. His special equipment consisted of a scroll vs. Elementals (of which there were none), and a special sword of my own invention known as a sword of draining. This weapon takes the standard number of hit points from opponents and has no pluses. Its special ability is that all points of damage inflicted by the sword are transferred to the wielder who then retains them for a period of 24 hours.

In order to prevent a multitude of questions and, we hoped, to save time, we provided, in addition to character sheets and targets, an introductory sheet (see below) on how the dungeon worked and how the party was expected to proceed:

THIS IS PANDORA'S MAZE

1 From the time of being told to open the envelope you have one hour to gain as many *points* as possible (see below).

2 You have two characters (details enclosed). Both are members of the prolific Underhill's, a family whose last four generations have been adventurers, which is why only fifteen are known to survive! Until recently the number was sixteen. It is the death of fabulously wealthy Great Uncle Ragnarock 'Digger' Underhill that has caused his hulking moronic grandson Burke to call the family together at an inn called The Brass Monkey, for the reading of 'Digger's' will.
Arriving there, the proprieter 'Greasy Pete' introduces you to Burke.

3 You trust *none* of your relatives save the friend with whom you arrived.

4 Under the terms of the will the following items are inherited:—

Avon Underhill	an old, battered and bent sword and 23 arrows.
Brutus Underhill	a new looking rod and an equally new bottle.
Carl Underhill	a new and shiny sword and an old dirty bottle with most of the seal missing.
Cassia Underhill	a bottle with a cracked seal and an old and worn ring.
Flash Underhill	a set of new armour together with a worn and frayed carpet.
Joan Underhill	a dusty old bottle and a new bag.
Jose Underhill	a battered horn and a threadbare robe.
Lotus Underhill	a new scroll and a cracked wand.
Milo Underhill	a new shield and a staff which is battered, chipped and split at one end.
Pierre Underhill	an old and worn ring and a battered shield.
Prudence Underhill	a dusty bottle and a very old, battered and slightly twisted sword.
Tonto Underhill	a brand new bowl and a pair of used boots
Will Underhill	a patched and threadbare cloak and a shining medallion.
Zadock Underhill	a rusty and bent sword and a new bottle.

Burke himself receives a tatty scroll and a rusty sword with a hole in the hilt where a gemstone was once set. Although dressed in armour he did not previously have a sword. He drools happily over it having rammed the scroll carelessly in his back pack. "Grandpa never let me have a sword before," he mumbles happily.

All the above are at the hostelry, contained in a chest which Burke has carried in and the appropriate ones should be added to your equipment list.

5 In addition the chest contains a map . . . .

This map shows the house where 'Digger' met his death, during the time it was smashed apart by a series of earthquakes and meteor storms, which clearly resulted in his demise. A trap door is marked in the cellar and a flight of steps shown descending from it. Beside the steps, in 'Digger's crabbed script appears:—

"Knowing my avaricious relatives, you will all be here, eager to lay your greasy paws on my hard earned treasures. Well, it won't be that easy! Everything but this chest has been replaced in the caverns below. Prove that you are true Underhills by bringing out some of my horde, or perish in the attempt. Welcome vultures, and heed the warnings!"

The cellar is shown as a room 6 meters (3 squares by 4) with a massive trap door, 2 meters square, in the centre of the floor against the south wall. The individual members of the party must now decide whether to take what they have or explore the stairs and, if the latter, what equipment they will carry in their hands at the start of the expedition.

6 Heavy man movement in this dungeon is 5 squares per turn, medium man 7½ squares and light man 10 squares.

Continued on page 6

Competitive D&D

Continued from page 5

7 Combat will be basic D&D with fighters receiving bonuses for dodging.

8 All treasures and magical loot must be divided amongst the party immediately it is found, by whatever method the party shall devise.

9 If a member of the party dies, all his equipment becomes the property of the other character being run by the same player, If this character is also dead, or is not interested, the equipment must be treated as newly found treasure.

10 Experience for killing monsters will be divided evenly amongst those members of the party within 20 meters of the event who are alive at the time. Specials (see below), are normally excluded from this rule, going instead to the person who performed the deed.

11 Individual clerical spells will function once per game turn, prayer for their return is not required. Magical spells will function once per expedition. Spells may be selected during the expedition.

12 The object of the competition is to gain points.

13 Points are gained as follows:–

For each of your characters who survives	15
For each of your characters who survives and returns to the cellar within the hour	20
For each magic item per character at the games end	2
For each magic item correctly identified (you are allowed only one attempt at this each time and will not be told whether or not you are correct)	20
For standing on the different levels –	
1st	1
2nd	5
3rd	10
4th	20
5th	40
For each fifty experience points	1
For each 500 gold pieces (or their equivalent	1

14 Points can also be gained for special actions:–

1st level:	Say how the first door (to room 2) should be opened	2
	Open the second door (to room 3)	5
	Kill Sir Percy Vere by any means (points will be divided amongst the party)	150
	Kill Black John by any means (points will be divided amongst the party)	150

2nd level and below – see character sheets since these apply to individuals or individual parties.

15 DON'T WASTE TIME, AN HOUR GOES VERY QUICKLY!

Having provided this information it was up to the parties to make the next move. Each member, after having formed a a marching order, lifted the trapdoor and descended the stairs with extreme caution.

The rooms and their wierd contents will be explained in great detail next issue.

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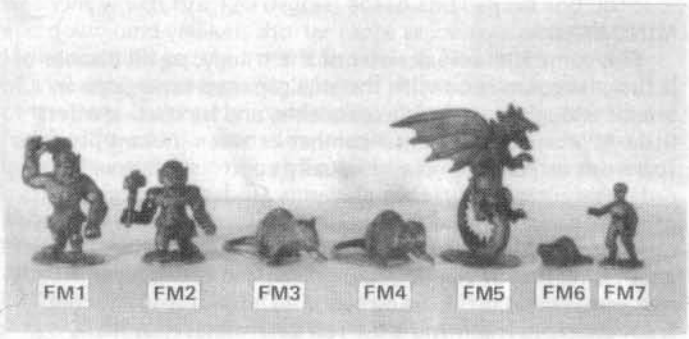
METAGAMING CONCEPTS

Asgard Miniatures

Reviewed by Ian Livingstone

Asgard Miniatures are a new name to the figurine business although their co-founder, Bryan Ansell, is not. He has already designed the Conquest 'Age of Joman' range which therefore explains the certain similarities which exist between one or two figures of the Conquest range and the Asgard range. Nevertheless, the Asgard range can be judged as being an excellent high quality range of figures in its own right and will doubtlessly prove popular to all D&Ders.

Asgard use good quality alloy for the figures which do not bend (unlike the Conquest range which are all made from lead). They are well-cast figures, requiring virtually no preparatory work before painting and it is good to see different-sized, rounded bases getting away from the traditional rectangular base. But perhaps one of the best points about these figures is that they may all use interchangeable weapons and those shown in the photographs below are by no means obligatory.



FM 1 TROLL with hammer or club (30p)
Similar to the Conquest figure only 'bigger and better'. Fearsome looking, well detailed and should paint up really well. Sounds expensive being twice the price of the Conquest figure, but the difference in size and quality is well worth the extra.

FM 2 OGRE with hammer or club (30p)
A nice figure this. The squat appearance, facial expression and stone hammer (optional) makes it into a formidable looking monster and it will probably be one of the best sellers.

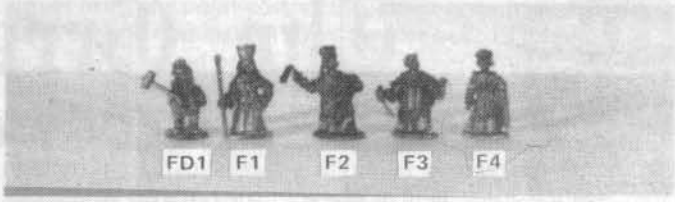
FM 3 GIGANTIC RAT (30p)
Gigantic Rat is a bit of an understatement — one nibble from this little rodent would leave you in no better condition than the average bowl of dog meat! Again, a well detailed figure which DMs will use with great pleasure on level 1.

FM 4 WERERAT (30p)
I wouldn't like to meet this thing one night down a dark alley. Another excellent monster and it is good to see the lycanthropes at last getting some status in the figures field.

FM 5 DRAGON (£1.00)
This, unfortunately, is probably the worst figure in the whole range. There's nothing much about it to justify the price — not much detail, the pose looks wrong and the eyes are terrible. Still, it's another Dragon and some people will like it.

FM 6 GIANT RATS (2 for 12p)
Now these are more my size, looking proportionally no bigger than a large cat. Manufacturers seem to have widly differing opinions as to what size a 'Giant' monster should be, but I think this figure is somewhere near the mark.

FM7 GOLEM (12p)
Nothing special about this figure, but then there is not much you can do figure-wise with a Golem. It's useful at least to have *a* figure, although from my experience, DMs tend to ignore the use of Golems.



FD 1 DWARF with Two-Handed Axe or Hammer (12p)
FD 2 DWARF attacking with Axe or Hammer (12p)
FD 3 DWARF Thief or Light Infantry with Sword or Spear (12p)
FD 4 DWARF with Spear or Two-Handed Axe (12p)

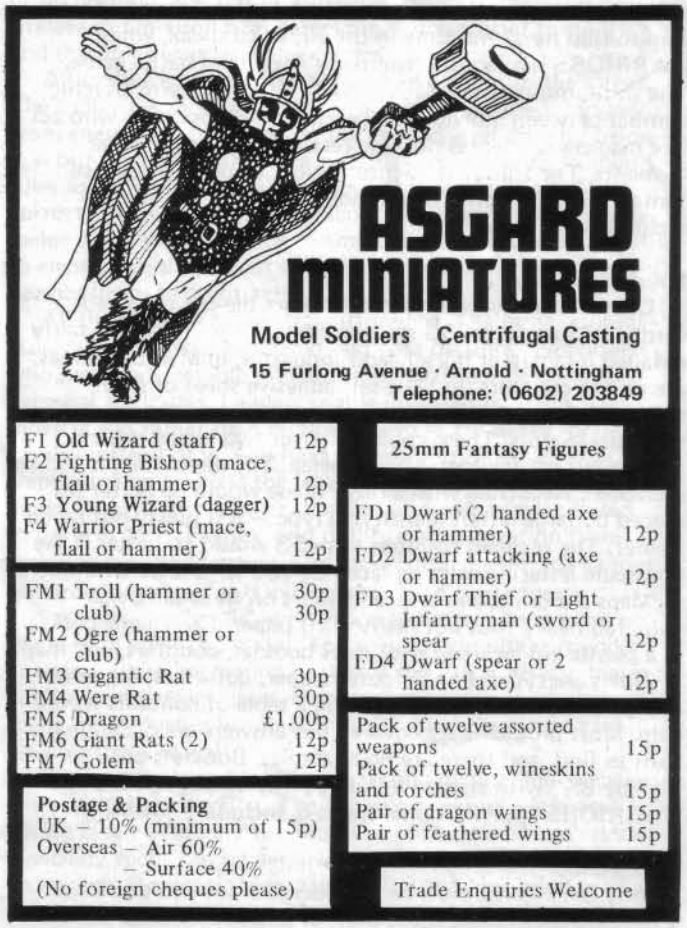
Yet another range of Dwarves makes its entrance bow onto the figures market. These, though, are well detailed and nicely proportioned. The Dwarf Thief, apart from having no armour, is an ideal figure for any D&D player electing his character to be a Dwarf, and the range as a whole will fit nicely into a Dwarven army if you prefer table topping.

F 1 OLD WIZARD with staff (12p)
A useful addition to the ever-increasing number of Wizards that can be bought. The only thing which is slightly odd is the hat, which one normally expects to be pointed in the case of Wizards.

F 2 FIGHTING BISHOP with mace, flail or hammer (12p)
At last a decent 'clerical' figure has appeared onto the market. Until now, there were hardly any figures that could be suitably used as Clerics in D&D, and this tended to put many players off from using them as characters.

F 3 YOUNG WIZARD with dagger (12p)
A strange figure indeed. Looks more like a Friar than a Wizard and will be probably used as such only without the dagger. The figure has a long-flowing robe which should paint up really well.

F4 WARRIOR PRIEST with mace, flail or hammer (12p)
A pretty standard figure with nothing exceptional about it, but helps to rectify the shortage of 'clerical' figures. Again, the robe should paint up nicely.



The Green Planet

TRILOGY OF GAMES

Reviewed by Lewis Pulsipher

The Green Planet Trilogy was designed by Richard Jordison and is manufactured by Fact and Fantasy Games. The trilogy consists of:

Mind War
War of the Sky Galleons
Warriors of the Green Planet
Additional Rules

Each game is available separately but becomes a trilogy with the use of the Additional Rules.

An unfortunate aspect of most game reviews is the facelessness of the reviewer. Readers see the game through his eyes, yet they know little or nothing of his preferences and pet prejudices. Since I'll be writing several reviews for *White Dwarf* and I've been ordered by the slave drivers to make this a feature review, I'll describe mine. As a gamer I put realism in a subservient position but like some believability – a feel that the game as a whole in some way reflects reality even if parts are 'unrealistic'. I detest luck insofar as it allows an inferior player to defeat a more skilled one – and this is usually its effect. I have played SF/F games since before the first semi-professional effort, LENSMAN, appeared several years before we were blessed with D&D. My favourite games are D&D and DIPLOMACY (variants only now), and after that STALINGRAD. Strategic games interest me far more than tactical ones – role-playing is a separate and enjoyable world in itself – and naval games are more interesting than land wargames.

The last sentence may explain my preference for WAR OF THE SKY GALLEONS (SG) and relative indifference to WARRIORS OF THE GREEN PLANET (WARRIORS). These are the two major games of the Green Planet Trilogy. SG is a ship-to-ship naval wargame in the air, so to speak, while WARRIORS is a tactical 'company' level land battle game. The third, minor game, MIND WAR (MW) concerns psychic combat between individuals. Except for the psionics, who act like magicians, there is nothing resembling fantasy game elements. The trilogy is science fiction, or perhaps science fantasy, in game form, based more or less on the 'history' included with the rules.

Physical Quality

Counters are typical half-inch square die-cut coloured cardboard except for SG ship counters. In WARRIORS fairly detailed infantry or horsehead silhouettes, in MW just names, are on the counters. In SG a self-adhesive sheet of ship markers is included which must be stuck to cardboard and cut out with scissors. These counters cover two hexes, with corners cut off for better fit in melee. The die cutting is wretched. Recutting with a razor blade would be better replaced by large letters identifying type – less pretty but much clearer. The play-aid counters with SG would be better if the miniscule lettering were replaced by two large letters/numbers.

Maps are printed in several colours on flesh-tan-beige coloured heavy (but not really stiff) paper. Each game comes in a plastic zip-lock bag with rules booklet, counters, and map.

Rules are typeset on coloured paper, quite well-organized along SPI lines, though in this case a table of contents would help. Most problems are covered but answers are occasionally hard to find, and there are no examples. Booklets are 5½" by 8½" with stapled 'binding', MW 16 pages, SG 24, WARRIORS 24, Additional Rules 8, including covers.

Background

Any SF/F game must be considered from two points of view: how interesting is the play, and how believable are the explanations and mechanics. These will be considered along with each game, but something can be said about overall believability. The historical section explains that a sudden 72 degree earth axial shift has destroyed our civilisation; a new and different one develops finally in Africa. Somehow, laser technology, including laser-fusion of hydrogen, now coexists with gunpowder and hand-weapon technology. This society is supposed to remain stable for hundreds of years. As a professional historian as well as SF fan I find this impossible to accept. The lighter-than-air sailing warships of SG are particularly ridiculous, but the entire structure is exceedingly implausible. In the end this doesn't matter so much, since poor history is better than none in a fictional game, and how the games play has nothing to do with what they purport to represent.

MIND WAR

This game is the weak sister of the trilogy, so I'll dispose of it first, Its connection with the amalgamated supergame is tenous enough to make it expendable, and by itself it offers little. MW represents mental combat between mutant psychics (para-psis or PS); each player usually controls just one. Writing orders simultaneously, each player expends the energy points of his PS to move, attack and defend. Since attack and defence orders are written before movement, there is great uncertainty about direction of attack and defence, and each player usually makes several in different directions. Defence is subtracted from attack strength and a die roll determines how many levels the victim loses, with concommitant loss of energy. I suppose there are people who will be uncannily good at this sort of thing, whether through astute psychology or consistent luck (if there is such a thing) or even through application of game theory, but MIND WAR is nonetheless a not particularly sophisticated (and dull, but short) guessing game.

The connection with the amalgamated game is in the 'challenge'. When within range a PS may attempt to engage another PS in a duel. If he is successful the play moves to the MW board, with three rounds per trilogy turn. If more than one duel is in progress it is easy to transfer one off the board to play another. In this way a powerful para-psi can eliminate a weaker one, or a weaker keep a stronger busy by running away (class 2 vs. 3, not 1 vs. 2 or 3). But the WARRIORS rules already permit PS to counter enemy spells, which is enough to make the duel superfluous. I wonder if MW was designed mostly as an afterthought, to make this a trilogy – whoever heard of a 'duality' or whatever, after all?

The 11" by 16" MW board shows 21 numbered circles connected by lines. There are 40 counters, most of them duplicated in all but identifier, including three sets of counters numbered 1 – 6.

WAR OF THE SKY GALLEONS

It is difficult to believe that SG represents anything that could actually happen. This is the case if one ignores the ridiculous cover art and the title – Sky Galleons indeed! Aerodynamics are very different from hydrodynamics, so that no efficient lighter-than-air craft could possibly look like an eighteenth century three-master. The difference in friction and mass, particularly with respect to sailing in any direction except directly before the wind (water resistance is indispensable – ever wonder why sailboats have keelboards?) makes nonsense of the entire idea! I might also mention the miraculous helium with 40 times the lifting power of 'natural' helium – an atomic impossibility. And why after hundreds of years haven't gunpowder shells been invented?

But much worse are the mechanical inconsistencies. Although gunpowder weapons are common – the secondaries

on the ships are cannon, while the main weapons are lasers – galleons do not have gunpowder bombs to drop on one another. Large ships may drop ballast on those underneath for a devasting attack, but only once per game per ship – and there is no change in speed or maximum altitude despite loss of ballast. Why can't ships fire while grappled – certainly wooden warships could and the galleon lasers, at least, ought to be free. Why must ships move full speed each move? Why can't one ship be over another at the end of a move? And so on. The answer of course, is that historical explanation is absolutely subservient to the result. I can almost see the designer and playtesters striving to create a good game and to hell with anything else. The result *is* a good game, though very artificial. For example, if ships could fire while grappled, boarding would be much less common and effective. Though boarding is a ludicrous notion in an air warfare context, the designer presumably wanted to give an additional option to players, and perhaps also wanted to carry out the analogy with sailing ships to the full, so firing while grappled, even at ships not involved, is illegal.

SG is definitely a naval-type wargame rather than an air force game, with the addition of altitude as a vital consideration. Movement is sequential. Ships have main weapons which fire 120 degrees ahead and behind and up and down, and weaker, shorter range secondary weapons filling the side gaps but not firing down. The attack strength of a weapon decreases with range. The basic attack strength of the guns on larger ships is higher, though range is identical for all. The main weapons may be eliminated by enemy fire, but not secondaries. (Why? To avoid a near-stalemate caused by lack of operative weapons; as it is most main guns are knocked out as a scenario draws to a close). Non-weapon hits affect buoyancy, with a ship forced to glide to the ground after three hits, with a 50% chance it will crash outright instead, as it always does on a fourth hit. Larger ships are slower and have a lower maximum altitude. Hits are recorded with counters placed on each ship, as are counters to indicate altitude, ranging from 0 (on the ground) to 8. The ships become cluttered with counters in a fierce engagement, so it might be convenient to keep a side record of hits and use only altitude counters.

Players have only a small range of choices. It is important to stay at high level to avoid a ballast attack by a higher enemy, but higher ships can't hit lower opponents with secondaries. The most powerful ship, the 'ship of battle', has a maximum altitude of only 4 and must be protected by cruisers with their 6 altitude. Transporters have the highest boarding factor and sufficient altitude to reach all but scouts. Much of a player's effort is devoted to keeping ships with different speeds (+1 if going down a level, –1 if going up one) together in one cooperating group.

Luck plays a large part. Critical hits, especially, can change the course of the game. Where so few ships are involved, an average of 10 altogether per scenario, the loss of one large ship can be decisive. Seeing an undamaged ship blow up is disheartening, unless it's the enemy! The 50% chance between a glide and outright destruction is the third buoyancy hit can easily decide the game if one player is lucky and the other not. A player who is losing should board and hope for lucky rolls, thus gaining a ship and reducing the enemy by one.

The scenarios are decent. The first and second suffer from the mindlessness of a destruction-of-enemy-only victory criterion. Neither side wishes to advance for fear of receiving the first close-range fire. Convoy Escort and Diamond Mine Raid give far more interesting tasks to the players. One only wishes there were more to try.

9 ship counters per side and 80 play counters are included with the 17" by 22" hex mapsheet.

WARRIORS OF THE GREEN PLANET

WARRIORS is the land-battle segment of the trilogy. With the 19" by 25" hex mapsheet are 240 counters in green and orange, enough to permit players to choose their own armies using the point cost/victory point system given in the rules. Scale is nominally 150 metres per hex, 15 minutes per turn, 300 mounted or 500 foot per counter. Unit types are light, medium, and heavy foot melee, light and heavy foot muskets, gunpowder cannon, laser rifle and cannon, light, medium, and heavy melee cavalry, light and heavy mounted muskets, mounted laser rifle, and three classes each of leaders and para-psis. Turns are sequential, with all units visible, though an inverted counter option is included. Sequence is laser fire, gunpowder fire, movement, melee. There are some anomalies in the scale, such as an effective range of 900 metres for muskets! Even if these are 'rifled muskets', 900 metres is several times too far to hit any unit consistently. The cannons fire only 300 metres further.

Melee rules utilize standard odds comparison and die roll. Defeated units are usually forced to retreat and become disorganized, but this merely prevents attack and reduces movement to one on the next turn, with only a minor effect on defence ability. In fact, it is quite difficult to eliminate enemy troops. Not until 5–1 is there a full elim result, while ½ elim (1 unit of the maximum stack of two) first appears at 3–1. A surrounded enemy forced to retreat is dead, but only fire units have zones of control to block movement, yet they have virtually no melee strength. Coordination of melee and fire units, usually one of each per hex, is necessary to success.

WARRIORS manifests a peculiarity of the designer's view of warfare which is exhibited to much worse effect in SIEGE OF MINAS TIRITH – cavalry are merely fast infantry. Perhaps in this gunpowder setting cavalry no longer carry out shock attacks, but then why all the melee cavalry units? There ought to be some recognition of the fundamental differences between cavalry and infantry.

Gunpowder weapons total attack strength, reduced at longer ranges, and compare with the defence strength of the terrain of the target hex. At high odds elimination is fairly common, but this is only possible at close range or with massed batteries (including muskets – musket range is so good they can be treated like cannon would be in an ordinary eighteenth century battle). Lasers either eliminate units or do nothing, and terrain type and nature of targets is irrelevant. On a roll of 6, lasers break down after firing and the unit becomes melee troops.

All fire weapons require a clear line of sight to the target. The LOS rules seem a bit silly – a unit on a slope is hidden from enemy fire by a unit on the ground level directly below it – but they generally work out. Players may wish to modify rules for units firing at each other on higher ground. The correct defensive tactic is to place one's guns on slopes with melee units below to mask enemy counterfire. Units subject to enemy fire should not be stacked, since this merely invites heavier losses without aiding defence.

All the above is fairly straightforward. The most unusual aspects of the game are leader and para-psi units, individuals who have considerable effect on the battle owing to their personal attributes. Leaders enable units led by them to move at full rather than reduced speed – 7-9 hexes for cavalry instead of 5, 3–5 hexes for infantry instead of 2. Depending on his class the leader may affect units up to 2 hexes away in this manner. Leaders also add a melee bonus to units in the same hex, and nullify disorganization from melee or gunfire. Because a leader-accompanied stack cannot be forced to retreat it is exceedingly hard to eliminate.

Para-psis cast 'spells', with range and effect depending on the level of spell and caster. The spells affect either friendly or enemy units, increasing or decreasing fire accuracy, melee ability, or movement rate. More powerful PS may cast more spells and of higher levels. Enemy PS may attempt to cast counter-spells as well.

Both para-psis and leaders are nearly invulnerable because units with them die first. They should never be left alone within reach of enemy fire or melee units. Use of leaders and especially spells can be decisive, and the structure of the game encourages Romantic bids, attempts at the 'one great blow'

Continued on page 10

The Green Planet Trilogy

Continued from page 9

which will ruin the enemy psychologically if not physically.

There are some rule errors in WARRIORS despite the professionalism. The vital time limit for one scenario is omitted. How depleted laser units are treated for victory points is not stated. (Is it 15–3 = 12 [laser minus light infantry], or the full 15, or nil unless the light infantry replacement is killed and then the full 15?). The values for heavy and light mounted muskets are reversed on the firing table. One can only assume that all units may move their full value when entering the game from off the board.

The scenarios are of increasing complexity. The meeting engagement is a good introduction, with a territory and unit destruction victory criterion which works reasonably well. The 'Battle of Pacto Pass' is a frontal assault on two hilltop positions in a narrow board section. The attacker suffers severe losses from defending guns, especially from laser cannon. Once the attacker comes to grips with melee troops he may be able to push through to one of the two hilltop target hexes, which he must hold for a complete turn to win. Because leader-led stacks are so hard to dislodge, the attacker can in the end be outnumbered and in dissaray and still win. The 'Siege of Port La Carst' is a huge engagement (c.175 pieces) crossing the length of the board and culminating in a battle around a town defended by fortifications and immobile cannon. The defender may use two or three hills and a forest from which to slow the attacker and blast away with relative safety, but he must choose the correct time to pull out and retreat to the distant city across open terrain. If too few units have been eliminated he'll find himself with units stranded in open terrain too far from artillery support. Perhaps Richard Jordison would like to state what the time limit is and have it printed in *White Dwarf*; until then the scenario is an exercise without victor or vanquished.

There are two basic objectives possible in a large battle – destroy enemy troops or capture vital ground or objects (such as a supply train). Killing alone is not only boring, in a time-limit game it forces peculiar and very unrealistic behaviour. In a different way a territory-only objective in a time-limit situation can lead to wierd activity such as a desperate dash for the objective hex in the last turn or so. A combination is necessary in a time-limit game to force players to behave in an interesting and realistic manner. The Pacto Pass scenario has a territory only objective, while Port La Carst and the 'War of Amalgamation' (in the Additional Rules) combines territory and destruction but give so few points for the former that it has no effect. I am sure that a better point balance between destruction and territory would lead to more believable play – the time limit is indispensable, of course.

In the combined version a new victory point system is given. Point values for galleons destroyed or captured are included, but the rules also call for two separate games, an air-only game with its victor and a combined game with its (possibly different) victor. This seems a bit silly, though the intention in mechanical terms was probably to prevent one player from sacrificing his galleons, with their low victory points values, to blast enemy troops with their inexhaustible laser cannon and also act as fortresses when on the ground. It makes more sense to ignore the air battle criterion and perhaps double victory points for galleons.

The Combined Trilogy Game

The Additional Rules provide for combining the three games into one, describing the MW challenge procedure, new phase sequence, and interaction of galleons and ground units. Galleons are added to the WARRIORS scenarios and an armageddon scenario for the trilogy – 11 ships and nearly 200 units, 30 turns – rounds out the additions.

This amalgamation of the two games (or three if you want to include MIND WAR) provides material for an extended strategic campaign. The objective is to win a war by capturing territory, increasing one's ability to produce new units. Each battle has an objective, contributing to the successful war effort, but how this may be accomplished will vary with the location and circumstances of the battle. Each player receives a country with major and minor towns and perhaps fortresses (Vauban's eighteenth century type, of course). Diamond mines could also be included. Taxes collected from cities provide funds for buying units. The point system for ground units is given, but players – a non-playing referee most likely – will have to devise further additional rules. The victory points for galleons, for example, are too low for production values. I suggest 60 for scouts, 80 – cruisers, 90 – transports, 120 – battleships. Players must decide how long it takes to build a ship. The interval between tax collections is up to the participants, as well. The terrain of the countries involved can be drawn on several small-hex sheets, with daily marching/flying distances figured in hexes. A convenient system is one hex per movement factor per day for ground units, remembering that only relatively small groups with enough leaders to avoid reduced movement, or pure cavalry detachments, will be able to move more than two per day. Galleon movement rates can be figured in the same way, but because men need to rest and galleons don't, the referee will probably want to double or triple galleon rates.

Additional galleon rules are needed. The owner of a galleon may blow it up on the ground rather than let it fall into enemy hands. Crashed galleons are totally destroyed, but at times players will have damaged ships to repair. Say that a transport with one troop unit (remainder assumed to be workers and materials) coming from a major city may make emergency repairs to buoyancy at the rate of 100 ship points worth per day (e.g. 1 2/3 hits on scouts in one day, 1 hit each on a battleship and cruiser in two days, etc.) at a point cost of 5% of the original ship price per hit. Only one of the three buoyancy hits on a downed galleon may be repaired in this manner. The remainder must be repaired at a major city or fortress, along with any weapons hits. Weapon repair costs 10% of original ship cost per weapon. One week is required to repair all hits of all types on any ships at the city/fort.

The referee will have to determine the type of terrain present at each battle, either using the two boards or making up his own on blank hex sheets. The 'hidden movement' optional rule, really inverted counter movement with dummy counters allowed (though not provided) should be used, and the referee will have to find some satisfactory way to resolve 'battles' in which one or both sides are reconnoitering and one is heavily outnumbered.

Summary

The Green Planet games are workmanlike representatives of non-historical wargames. MIND WAR is a waste but the other two have good points that will appeal to certain players, generally naval game fans for SKY GALLEONS and tactical fans for WARRIORS, and for those who like extended multi-arm strategic campaigns, a combination of the last two.

Next Issue:

Due to lack of space, we regret that we were unable to print Lewis Pulsipher's **D&D Campaigns** series this issue. Back to normal next issue, which will include:

* **Colouring Conan's Thews**
* **Solo Dungeon Mapping**
* **The Monstermark System (Part III)**
* **Competitive D&D (Part III)**
* **D&D Campaigns – Philosophy continued**
* **Treasure Chest**

Before the Flood

by Hartley Patterson

. . . . Being a partial (in both senses) historie of the fabled land of Midgard, as seen by His Excellency Sr Kant na Rhyal, Secretary in Chief to their Eminences the Merchants of Caran . . . .

In 1970 I went to the World SF Convention in Heidelburg, a chaotic but enjoyable affair held in a hall with such unusual acoustics that for its opening ceremony Richard Strauss composed a piece that can only be played in that hall . . . but what concerns us here is that amongst those present was a German Sword & Sorcery group called FOLLOW who ran (and still run for all I know) a game called ARMAGEDDON. This used a large board depicting a mythical continent, the players becoming kings and barons and such and writing up the resulting sagas in the group's magazine.

It sounded fun, so in January 1971 I put out a flyer proposing that a game of this kind be started in this country. It went out with ALBION, Don Turnbull's pioneering board wargaming magazine, WAR BULLETIN, my own postal Diplomacy fanzine (at that time Don and I were the only UK GMs) and with the Bulletin of the Tolkien Society. That covered everybody – the game/fantasy hobbies were small in those days.

In its first year, MIDGARD, the journal of this mighty enterprise, ran through no less than 11 issues – and even then people were protesting about slowness. We were really enthusiastic in those days!

But the game hadn't started. It had rapidly collected a crowd of keen potential players who loved argument, and my own attempts to write some rules merely lead to cries of 'Dictator!' from the ranks. MIDGARD IX was a special revolutionary issue, in which the rebels, a clique of Liverpool wargamers of whom only Will Haven is still in the hobby, had their say. Most of their proposals were thrown out by the voting readers, but Will took over as MIDGARD editor in 1972. He ran it with enormous energy for the next year, to the extent of typing the draft rules in California while on holiday.

The game then passed to the dual monarchy of Rowan Edwards and Graham England – the game by general concensus being beyond the powers of a single mortal to control. They actually got a couple of moves in before handing over to Geoff Corker, who suffered a sudden and total gafiation and killed the game stone dead. This was I guess in 1974 sometime, though I don't have the files for that period.

Meanwhile the movement had spread. Tom Drake started MIDGARD II in the USA which is still running, indeed it seems to have become known in that country as the 'original' MIDGARD. From it sprang an Australian version which has recently collapsed, and several MIDGARD/D&D hybrids also in the USA such as FANTASIA.

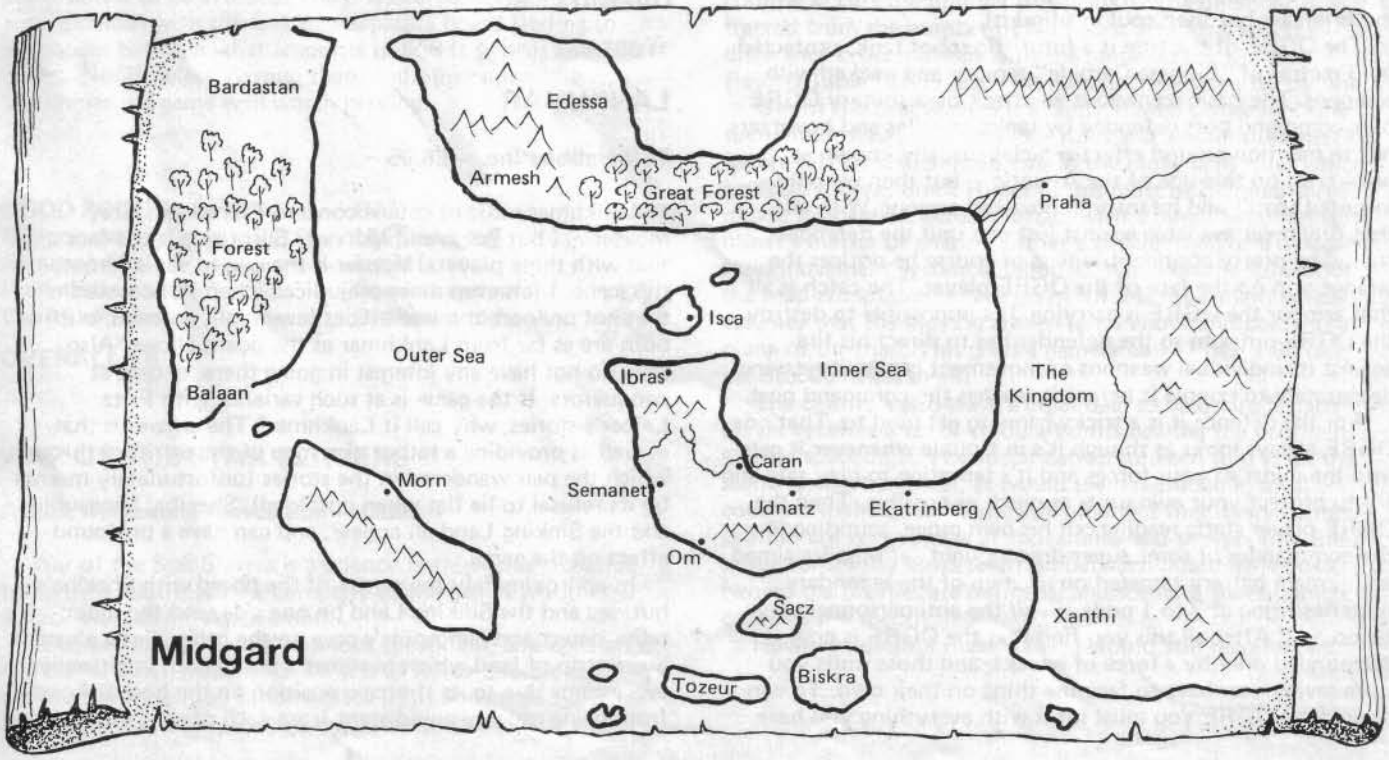
So what was Midgard like? The draft rules (September 1972) ran to 40pp A4 duplicated, and were written by Will Haven and rewritten by myself. They described a game which bears some interesting resemblences to the Gygax bestseller, at that time presumably still not even dreamt of – not that there is any possibility of TSR having seen any MIDGARD material before D&D was printed, as we moved in quite different circles.

There were three basic types of players: Sorcerers, Merchants and Heroes. Any of these could become rulers of countries, a fact which caused endless confusion amongst players who became convinced as I recall that a 'Ruler' was a fourth type, despite frequent statements to the contrary! The parallel with D&D is obvious here.

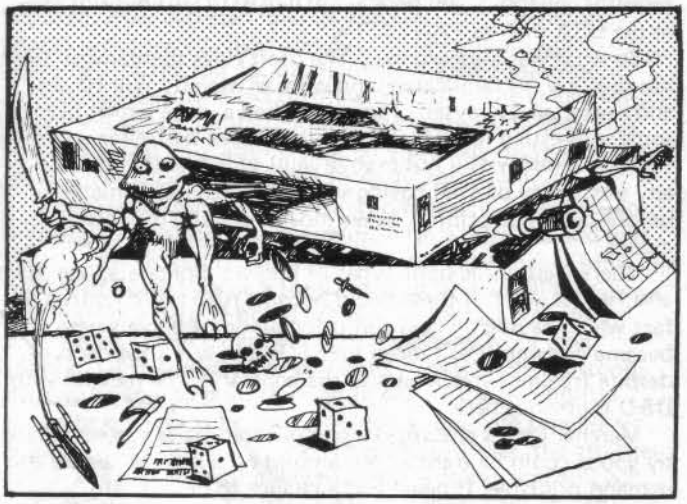
Merchant rules envisaged a complicated trade system whereby goods could be transported around on a kind of supply and demand principle. It never had a chance to be put into operation. Sorcerer rules looked remarkably like D&D using Spell Points, with levels etc., being based like D&D on Vancian magic. Heroes had quite complex weapon tables like those in Tunnels & Trolls.

On top of these were rules for ruling countries: taxation, army and ship costs, etc. The original draft used SPI combat, Rowan Edwards sensibly shifted this to Wargames Research Group rules. Here we were ahead of D&D I feel, in dealing with the creation of civilised countries rather than starting with a Wilderness and building up from there.

The world of Midgard is still in existence, being now used by several D&D DMs for their campaign games. The accompanying map is something of a medieval geographer's idea of the world, and should not be regarded as accurate, as it refers to Midgard as it was at the end of the game in '74. It was then about the size of Europe, being a flat, rectangular pocket universe. A powerful but decadent Empire controlled the islands to the South and West, the central Peninsula was split between five City States, and on the main continent various civilised Kingdoms held back barbarians to the East. The world was more or less medieval, having invented for example printing but not plate mail.



OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The summaries are the Test Panel's opinion of four good and four bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

OGRE

Metagaming Concepts – £1.95

Be warned: this game could become a craze. After a host of rave reviews in The Dragon and other US gameszines OGRE, the first of Metagaming Concept's (MC) new range of "Microgames", has finally arrived in the UK. So far it seems to have the same ability to "hook" players as with D&D. As soon as I picked up the game, the assistant in the shop started discussing strategy and told me about his last game. Besides the scope of the game it is also cheap and small enough to carry in your pocket (in fact I tried keeping it in my briefcase but then couldn't find it).

The OGRE of the title is a futuristic robot tank, protected by 3 metres of "Biphase-Carbide" armour and packed with weapons. The basic scenario is an attack by a solitary OGRE on a command post defended by tanks, missiles and howitzers, not to mention ground effect vehicles (usually known as hovercraft on this side of the Atlantic – but then we only invented them) and infantry in powered armour. With all that firepower available against just one unit the defender should be pretty confident, unless of course he notices the strange grin on the face of the OGRE player. The catch is all that armour the OGRE is carrying. It's impossible to destroy the OGRE outright so the defender has to direct his fire against its individual weapons or movement capability, trying desperately to cripple it before it reaches the command post.

For the defence it is a tricky game to get used to. That one OGRE always looks as though it's in trouble whenever it gets into the midst of your forces and it's tempting to play safe and try to protect your own units as much as possible. Then the OGRE player starts reading out his own move, sounding like the commander of some super dreadnought – "Missiles aimed at . . . main battery targeted on . . . two of the secondary batteries firing at 3 to 1 odds . . . *all* the anti-personnel open up on . . ." After all this you find that the OGRE is now surrounded only by a force of wrecks, and those units you were saving now have to face the thing on their own. To win against the OGRE you must hit it with everything you have, try and take out all those weapons before they start destroying you. Infantry, despite powered armour, are cannon fodder to be expended in the hope of a lucky hit and the most useful units are the ground effect vehicles which have enough speed to close, fire and then get out of range again before the OGRE fires back.

Once you've mastered the basic game the other main scenario introduces the Mk V OGRE with even more power, and the ability to take on a larger defence force. After that, further games are up to you. Plenty of counters are supplied both for OGRES and for other units and it is very easy to set up other battles or even duels between OGRES.

The MC magazine SPACE GAMER is threatening to print the specifications for the Mk VI and I expect to see a lot of developments of this game.

The game is partly based on Keith Laumer's "BOLO – The History of the Dinochrome Brigade". In the last of those stories I read a group of Mk XXX's was busy storming a planet. Now there's an idea if MC want to expand this into a big game. On second thoughts I wish that idea hadn't occurred to me – a Mk V will give you more than enough nightmares.

The idea of the microgames themselves is remarkable enough in itself. The games cost around £2 and come in an 8" by 4" plastic holder. To keep the price down the map, counters and the rules booklet (except the cover) are printed in black and white only. This isn't too bad as the layout and design is good. The counter sheet is die-cut only vertically so the units must be partly cut out with scissors, again probably worth the money saved. I think that this is a game that will be carried around and played a lot so I do think it would have been worthwhile supplying a plastic snap-top bag for the counters. Also if you do intend to carry it around for play in a spare moment, remember that it needs a 6-sided die. I suspect Metagaming would pay quite a bit for a die substitute that would lie flat in the games holder.

This particular game is very good and the microgames idea looks like being a winner. It certainly lives up to the microgames' slogan, 'More play for less money'.

Martin Easterbrook

GOOD POINTS	BAD POINTS
Inexpensive	Flimsy equipment
Pocket size	Dice needed
Quick	Weak infantry
Adaptable	Title

OVERALL: 8

LANKHMAR

TSR Hobbies Inc. – £6.95

Lankhmar must of course concern Ffahrd and Grey Mouser . . . but Pulgh and Morvarl? Surprising is the fact that with three players, Mouser is the one to vanish from the scene. I felt even more prejudiced when I discovered that not only are the two heroes (eventual), enemies, but both are as far from Lankhmar as the board allows. Also they do not have any interest in going there, except as conquerors. If the game is at such variance with Fritz Leiber's stories, why call it Lankhmar? The answer is that, as well as providing a rather nice map of the territory through which the pair wandered in the stories (unfortunately marred by its refusal to lie flat when unfolded), Sheelba, Ningauble and the Sinking Land all appear, and can have a profound effect on the game.

In approximately the centre of the board with Sheelba's hut, sea and the Sinking Land on one side, and the mountains, desert and Ningauble's cave on the other, lies a pleasant green strip of land which becomes a blood bath in virtually every game due to its strategic position on the board. Apart from being roughly equidistant from each player, the fact

that members of each force must often go to either Sheelba or Ningauble means that each must be protected, which means . . .

Each player starts with a city, eight warriors, one hero, a miscellaneous heap of weaponry (slightly different in each case), and horses, boats and camels, or a combination of the three. Each warrior may carry up to three weapons and each hero four, although in virtually every case only the top one may be used. There are swords, spears, bows and arrows and axes, in addition to which each hero has his own special weapon (great axe, great spear, great sword and sling), which he uses at plus one and all others use at minus one. The object of the game is to capture *all* the other cities, and, as if this were not problem enough, each player has a Geas (special task) inflicted upon one or other of his pieces, at frequent intervals, which he must attempt to fulfil.

With your hero and men armed, and where appropriate, mounted, the game begins by each player drawing a Geas card. This will require a member of your 'army' to go somewhere, do something, and then, all too frequently, return either to Sheelba or Ningauble through the bloody hordes of the central strip. However, you have a choice. Either you assign the job to your hero who is tougher and moves faster and can, perhaps, carry it out alone, hoping that there will still be an army on his return or, give it to a warrior with the certain knowledge that if he goes off alone, the opposing players will do their best to kill him and he will have to be accompanied to prevent this. Some Geases are easy, some hard; complete one successfully and you get a reward which, whilst useful, is seldom very valuable. Geas cards are drawn every five moves anyway but, should your hero be wounded, this can be healed by going to the dwelling of either Sheelba or Ningauble at the cost of a further Geas set upon the hero himself.

The key to the game is the hero. For those who know Sniper and the John Wayne scenario, the situation will not be unfamiliar – a hero who can normally be expected to kill any eight warriors sent against him at, perhaps, the cost of a wound. Of course, nothing is certain and since combat depends on the roll of a die, a hero can lose out. Under the basic rules this means that any player to suffer this loss will inevitably be beaten. I therefore recommend the use of the full advance rules which, in addition to the healing of wounds mentioned above, allows a hero's eventual ressurection in his home city, providing it is not held by an enemy.

The game has its faults; stacking of weapons is clumsy and must be kept off the board, especially at close quarters, if confusion is to be avoided. The physical aspects of combat are ridiculous with the lack of a separate board leading to exchanges between what amounts to 500 ft swords and 750 ft spears. Nevertheless, despite these and other minor flaws, Lankhmar is a game well worth playing.

Fred Hemmings

GOOD POINTS	BAD POINTS
Weapon variety	Unit stacking
Atmosphere	Luck factor
Presentation	Combat system
Clarity of rules	Dissimilar to book

OVERALL: 6

WAR OF THE STAR SLAVERS

Attack Wargaming Association – £8.95

War of the Star Slavers is a science fiction game manufactured by a relatively new company to the games world, Attack Wargaming Association.

It comes in a 15" x 12" zip-lock plastic bag and consists of: 4 12¾" x 10½" mapsheets, 19 sets of ½" square die-cut counters representing various space ships and cargo types, a 12 page rule folder, 2 empire commerce charts and a scenario outline.

The "Historical" background for the game involves an interstellar war which has left the two major powers of the game, The Empires, weak and distrustful of each other. The abandoned sector of space between the two empires has been demilitarized. However, in order to rebuild their economies, the empires must trade with each other. This means that the empire players must run regular freight shipments through the demilitarized zone and it is here that the Star Slavers or Pirates lurk in their cruisers waiting to waylay the poorly protected freight convoys.

The map sheets depict the section of the galaxy lying between the borders of the Ascarian and the Dracko Empires, parts of which are also shown. Various "Terrain" features such as Giant Gas Clouds and Gravitational Wells are also included.

Each of the Empire players receives a number of assorted space ships (warships and freight carriers) and a timetable of commerce runs which he must make. Each Slaver receives one cruiser.

The Slaver must intercept and destroy freight convoys in order to take possession of the commodities being transported. Once in possession of contraband, a player may sell it on any planet. The price varies according to the goods for sale and whether the purchasing planet is in the neutral zone or in an empire. Prices being better, but the risk greater on an empire planet.

Players are free to make any kind of agreement or deal that they wish providing they do nothing in direct contravention of the rules. Thus a Slaver may arrange with empire player A to raid only empire B and sell the goods to A at a mutually advantageous rate. Slavers are required to pay to maintain both crew and ship each turn. Repairs to damaged ships must also be paid for.

Victory criteria vary according to each scenario but are basically: empire players attempt to transport successfully more freight than each other. Slavers vie to accumulate 200 points credit and retire.

Movement is of two kinds: (a) Rocket Movement, which is a fixed one hex per turn for all units (this on a board which is 114 hexes wide by 80 deep!) or (b) Hyper Jump – each unit has a rating varying from a destroyer at 10 hexes to a freighter at 2 hexes; this represents the distance the ship can jump in one turn. Hyper jumps must, however, be plotted three moves in advance of execution.

Combat is conducted in a reasonably standard manner. Each class of ship is armed with a quantity of Null guns and has a number of defence shields and an integrity (strength). When combat occurs the number of shields on the defender is subtracted from the number of Null guns attacking and the difference cross indexed with the range on the Combat Results Table (CRT), each hit reducing the integrity by one.

War of the Star Slavers is a badly flawed game. Ignoring such minor flaws as ambiguous rules and woolly presentation, we are left with such problems as the movement rules which just *don't* work. Since Hyper jumps must be planned three moves in advance, actual contact with a target becomes very much a matter of chance. Either a smaller map or a more fluid movement system is required. While on the subject of the map an optional rule is given for 3-D movement which assumes that the playing area extends above and below the plane of the map. This gives a game area 117 hex x 80 hex, i.e. 93,600 hexes in all!

The counters also leave a great deal to be desired. Each player receives a set of coloured units bearing the profile of various spaceships. The specification for each ship is on the scenario sheet and not, as would seem reasonable, on the counters themselves. Add to this the fact that many of the profiles are very similar in appearance and players find themselves constantly cross-referring between board, rule book (where the profiles are defined), and scenario sheet (which contains the specs).

However, despite these flaws, I would still recommend

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Open Box

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this game to anybody looking for a different and challenging SF game.

Gary Porter

GOOD POINTS	BAD POINTS
Differing objectives	**Slow movement**
Theme	**Poor rules**
Player interaction	**Unit counters**
Skilful	**Size of mapboard**

OVERALL: 3

TUNNELS AND TROLLS

Strategy Games Ltd – £1.75
(under licence from Flying Fuffalo)

One person I've talked with thinks the TUNNELS AND TROLLS (T&T) rule booklet is nothing more than a 'rip-off' of DUNGEONS AND DRAGONS. Others including myself think 'variant' is more accurate. Although it is not said in the British edition, the original American edition acknowledged the debt to D&D, making it clear that T&T was developed by fans who found pre-GREYHAWK D&D too muddled to be played. The excuse for publication here and now, presumably, is that there is a need for a cheap and understandable role playing game for those who can't afford or make sense of D&D. However, D&D is being revised and will be cheaper, and T&T is much more limited than D&D in every way. Anyone who likes T&T will sooner or later 'graduate' to the much more satisfying (and much more widely played) D&D. In considerable wargaming travels in the USA I never encountered anyone who played T&T, though D&D players are everywhere, and I've not even heard of anyone in this country who plays it. When it first appeared in America I said there was no point in it, and nothing has occurred to change my opinion.

Thinking about the novice aspect, the T&T rules are not as clear as they ought to be, especially for combat where an example is badly needed. I suppose the novices at whom T&T is aimed are quite as confused as by the D&D-GREYHAWK system. No magic items are included, and only one page is devoted to discussion of monsters. The T&T referee is heavily burdened with decisions and a creative task, worse than any burden from D&D-GREYHAWK confusion could be. This is bad for what is supposed to be an introductory game, but something had to be left out in order to make it short and inexpensive. Another disadvantage is that when a player enters a world he must slough off all his ideas about the previous worlds he played in because they won't apply in the new. There are no standard monsters or magic items, so everyone must learn everything anew. This can be tedious at best, and at worst reduces the element of skill.

T&T is not really a serious game, though this might not bother British D&D players because so few here play D&D in a serious vein. For example, the rules suggest that the referee include as much humour in the 'tunnels' as possible, and that 'anything goes'. Humour is fine, but in a wargame it should come from the people playing the game, not from the game itself. Who can believe some of the idiotic jokes and messes one finds in a silly dungeon? Some don't mind, but others are bored out of their minds. T&T reinforces this attitude by using atrociously silly spell names, even for those duplicating D&D spells – e.g., *Oh There It Is* for Detect Invisible, *Hidey Hole* for Invisibility 10'radius, *Yassa Massa* for Charm Monster, etc.

There are a few ideas which D&Ders might consider adopting, though I have decided against all for my campaign. When a player's level increases he does not add hit dice, but may add points to his abilities according to set rules, in an amount equal to the new level. Consequently you can find characters with an intelligence of 25 or constitution of 30. The equivalent of D&D hit points is the constitution value of a character. Armour and shields are rated by the number of hits they absorb each round. If a fighter desires, he can multiply by three the hits absorbed in a round at the cost of destruction of the armour or shield. Finally there is the Rogue, substituted for the cleric in the no-religion/alignment T&T world. When the American edition came out I adapted Rogues for D&D, but was not enthusiastic enough to push it on my players, who weren't interested enough to try it on their own initiative. However, here are the rules I devised at the time.

The Rogue is a fighter sub-class and except as noted acts as a fighter. Intelligence and wisdom of at least 12 are required. Rogues may learn spells from magic-users and clerics, one per week. They may not learn a spell until capable of using it. Rogues may be of any alignment (druid spells equalling cleric spells for a Neutral).

Rogues may not advance beyond seventh level.

Level	May use (cumulative)	Number per adventure
1	–	0
2	1st level magic	1 magic, 1 cleric
3	1st level clerical	2 magic, 1 cleric
4	–	2 magic, 2 cleric
5	2nd level magic	2 magic, 2 cleric
6	2nd level clerical	3 magic, 2 cleric
7	3rd level magic	3 magic, 2 cleric

When more than one level of a type of spell may be cast, only one of the highest level may be cast, e.g., a seventh level Rogue may cast three magic spells, but only one of those three may be third level. Rogues cannot learn Bless.

Lewis Pulsipher

The Monstermark System

by Don Turnbull

Last issue I explained the Monstermark System and its application to determining monster malignity. In the hope that the tedious, but necessary, arithmatic hasn't put you off the Monstermark System for ever, the exposition this time completes the set of monsters and examines one of the practical uses of the system.

The Fire-Breathers

The Fire-breathers cause more complications, though fire-breathing itself does not require handling as a special power — it is just another attack mode. Dragon melee rules are explained in some detail in *Monsters & Treasure* but Hell Hounds etc. get thin treatment. I rule that a Hell Hound will try to bite each round; if successful there is a 40% chance it will also set fire to its victim but it can only use its fire weapon twice in one day. Similarly a Chimaera will attack with two 1-3 claws 20% of the time and with all three heads the other 80%; if the latter is the case there is a 20% chance the dragon head will breathe fire (3-18) rather than bite (3-12). Similarly the Fire Lizard will breathe fire 58.3% of the time with its 1-10 breath weapon.

The calculation for Hell Hounds is quite easy — taking a 3-dice beast **D** works out by the normal method to 10, so for 10 melee rounds the beast has a probability of 8/20 of hitting. This gives 4 hits total, each with 3½ average damage, or a total average damage of 14. Additionally there is a 40% chance that it will breathe so this happens 1.6 times during the 10 rounds, each with 10½ average damage or a total of 16.8 damage. Adding this to the 14 gives a grand total of 30.8 = **A**. A 4-dice beast has **D** = 13.3 and a probability of 9/20 of hitting which means 6 rounds in which the beast will hit for 3½ average damage — total 21 damage. There is a 40% chance that it will breathe and if its breath weapon were unlimited it would breathe in 2.4 rounds, but it is limited to 2 fire-raisings per day so the additional damage is 2 x 14 = 28 and A = 21 + 28 = 49. The stronger Hell Hounds will also use up their breath potential during the melee so one allows for just 2 lots of fire hits.

For Dragons and the Fire Lizard the arithmetic is a bit more tedious. Taking the Fire Lizard as an example, I use the following melee system:—

Each round roll two 6-sided: 2-6 = 2 claws (1-8 each)
and one bite (4-16)
7-12= breath weapon (1-10)
maximum 3 times/day

In melee notation terms this is 1 : 41.7% 19 : 58.3% 5½ : —

Once the beast has used up its fire ration it will claw and bite each time it hits; the questions are — how long before the fire supply runs out and how many rounds normal melee will it therefore sustain? Since it is a 12-dice beast it hits AC2 with probability 14/20 and **D** works out to 60. Therefore it will hit on 60 x 14/20 rounds = 42 rounds. If x is the number of rounds it takes to use up its fire, then x times 58.3% = 3 from which x = 5.14 so the breath weapon will be exhausted during the melee period. Therefore one can expect 3 rounds of fire @ 5½ average damage and 39 rounds of normal melee @ 19 damage, a total of 757.5 = **A**. This is one of the few monsters whose opponent wishes it had a greater fire potential.

A similar method of calculation applies to the Dragons (and I have taken average maturity so the breath weapon delivers 3½ hits per die) but the Chimaera in my rules has an unlimited breath weapon (it only uses it 16% of the time anyway) which makes things easier.

Monster	AC	Hit Dice	Melee notation	Greyhawk Level	D	A=M
Hell Hound	4	3	1 : 100% 3½ : 16% 10½ : —	5–6	10	30.8
	4	4	1 : 100% 3½ : 18% 14 : —	5–6	13.3	49
	4	5	1 : 100% 3½ : 18% 17½ : —	5–6	16.7	61.25
	4	6	1 : 100% 3½ : 18% 21 : —	5–6	20	73.5
	4	7	1 : 100% 3½ : 20% 24½ : —	5–6	23.3	89.8
Fire Lizard	2	12	1 : 41.7% 19 : 58.3% 5½ : —	—	60	757.5
Chimaera	4	9	1 : 20% 4 : 64% 15 : 16% 18 : —	6	30	239
Dragon — White	2	5	1 : 41.7% 14 : 58.3% 17½ : —	6	25	168
	2	6	1 : 41.7% 14 : 58.3% 21 : —	6	30	210
	2	7	1 : 41.7% 14 : 58.3% 24½ : —	6	35	276.5
Dragon — Black	2	6	1 : 41.7% 15½ : 58.3% 21 : —	6	30	225.8
	2	7	1 : 41.7% 15½ : 58.3% 24½ : —	6	35	298.3
	2	8	1 : 41.7% 15½ : 58.3% 28 : —	6	40	347.5
Dragon — Green	2	7	1 : 41.7% 16 : 58.3% 24½ : —	6	35	305.5
	2	8	1 : 41.7% 16 : 58.3% 28 : —	6	40	356
	2	9	1 : 41.7% 16 : 58.3% 31½ : —	6	45	478.5
Dragon — Blue	2	8	1 : 41.7% 18 : 58.3% 28 : —	6	40	390
	2	9	1 : 41.7% 18 : 58.3% 31½ : —	6	45	526.5
	2	10	1 : 41.7% 18 : 58.3% 35 : —	6	50	581
Dragon — Red	2	9	1 : 41.7% 21½ : 58.3% 31½ : —	6	45	610.5
	2	10	1 : 41.7% 21½ : 58.3% 35 : —	6	50	675.5
	2	11	1 : 41.7% 21½ : 58.3% 38½ : —	6	55	878.8
Dragon — Golden	2	10	1 : 41.7 24½ : 58.3% 35 : —	6	50	766.5
	2	11	1 : 41.7% 24½ : 58.3% 38½ : —	6	55	985.3
	2	12	1 : 41.7% 24½ : 58.3% 42 : —	6	60	1081.5

There is no doubt about dragon strength and fearsomeness overall, but to lump them all together on monster level 6 is too much of an approximation for my liking; an average White Dragon is about as dangerous as a Weretiger which is listed on level 4.

Golems and other 'Nasties'

Before moving on to those really tricky customers the Golems, the Elementals and the Demons there is a miscellany of monsters which for some reason have been omitted so far. None of these are particularly difficult to deal with (in arithmetical terms at any rate)so a bare list will suffice, pausing only to define F = Freeze for the Ice Phantom, T = Tentacle Brain Penetration for that nasty customer the Mind Flayer and Sw = Swallow for the Purple Worm which seems to have been parted from its mates in the wandering section.

Monster	AC	Hit Dice	Melee notation	Greyhawk Level	D	A	M
Ice Phantom	5	3	1 : — : F	—	(8.6)	—	60
Doppelganger	5	4	1 : 100% 6½ : Ma	4	11.4	33.4	50.1
Tracker	1	5	1 : — : Pa	—	33.3	—	200
Triton	5	6	1 : 100% 10½ : Ma	—	17.1	81	202.5
Hydra	5	5	5 : 5 x 100% 3½ : —	5	14.3	75	75
	5	6	6 : 6 x 100% 3½ : —	5	17.1	108	108
	5	7	7 : 7 x 100% 3½ : —	5	20	220.5	220.5
	5	8	8 : 8 x100% 4½ : —	5	22.9	370.3	370.3
	5	9	9 : 9 x 100% 4½ : —	6	25.7	468.6	468.6
	5	10	10 : 10 x 100% 4½ : —	6	28.6	707.1	707.1
	5	11	11 : 11 x 100% 5½ : —	6	31.4	1045.8	1045.8
	5	12	12 : 12 x 100% 5½ : —	6	34.3	1278.8	1278.8
Shambling Mound	0	6*	2 : 2 x 100% 4½ : SmMa	—	73.3	297	594
(*10-sided hit dice)	0	7*	2 : 2 x 100% 4½ :SmMa	—	85.6	385	770
	0	8*	2 : 2 x 100% 4½ : SmMa	—	97.8	440	880
	0	9*	2 : 2 x 100% 4½ : SmMa	—	110	594	1088
Djinn	5	7+1	1 : 100% 9 : Ma	—	20.6	92.3	138.5
Salamander	4	7+3	1 : 27.8% 12½ : 72.2% 13½ : —	5	25.6	168.9	168.9
Naga (Water)	5	7	1 : 100% 2½ : PoMa	—	20	25	62.5
	5	8	1 : 100% 2½ : PoMa	—	22.9	28.6	71.5
Naga (Spirit)	5	9	1 : 100% 2 : PoMaPa	—	25.7	30.8	92.4
	5	10	1 : 100% 2 : PoMaPa	—	28.6	34.3	102.9
Naga (Guardian)	5	11	2 : 100% 2 : 100% 5 : PoMa	—	31.4	154	385
	5	12	2 : 100% 2 : 100% 5 : PoMa	—	34.3	168	420
Mind Flayer	5	8+3	1 : — : T	—	24.8	—	700
Shedu	4	9+2	2 : 2 x 100% 3½ : Ma	—	31.5	132.2	198.3
Efreet	3	10	1 : 100% 13½ : Ma	—	40	324	486
Lich	3	10	1 : 100% 5½ : PaMa	—	40	132	396
Ghost	0	10	1 : — : Ma	—	(100)	—	1600
Roper	0	10	6 : 6 x 100% 12½ : MaPo	—	100	1500	3750
	0	11	6 : 6 x 100% 12½ : MaPo	—	110	1650	4125
	0	12	6 : 6 x 100% 12½ : MaPo	—	120	1800	4500
Purple Worm							
(front)	6	15	1 : 100% 13 : Sw	6	37.5	341.3	682.6
(rear)	6	12	1 : 100% 4½ : Po	6	37.5	118	336

The separate treatment of the two parts of the Purple Worm is a bit unsatisfactory (probably for the Worm as well); since it is pretty unlikely that one opponent (which is the basic criterion of the method) will be engaged at both ends at the same time, perhaps the best answer is the average value of **M** which is 509.3. These calculations make the Ropers the most fearsome beasts we have met so far; I don't recall ever meeting them down a dungeon, and I devoutly hope I

Continued on page 16

THE MONSTERMARK SYSTEM

Continued from page 15

never will.

Incidentally, if there is a monster missing from the above lists which you expect me to include, I have only listed those in my own dungeon or potentially so; if you want more music you had better get out your calculator and play it yourself! Sooner or later though I have to work round to the nasties in the shape of Golems, Elementals and Demons.

The main characteristics of the Golems are (a) a fixed number of hit points, (b) a very low armour class which means we will have to calculate **D**x rather than **D** in most cases, and (c) invulnerability to normal weapons. None of these are difficult factors to incorporate.

Take the Stone Golem as an example. It has AC -3 and 60 hits and its melee notation is 1 : 100% 13½ : Ma. A fighter of level 1–3 cannot hit the beast and it is affected only by weapons with a +2 bonus or greater; I rule that it has the hit probability of a 10-dice beast (12/20 against AC2).

$$(D_4) = \frac{60 \times 40}{9 \times 1} = (266.7)_4 . \quad (A_4) = \frac{800}{3} \times \frac{12}{20} \times \frac{27}{2} = (2160)_4$$

The Ma bonus I rate as 200% (i.e. **M** = 3**A**) but **M** should be doubled again to reflect the fact that we are working from (D_4) rather than (**D**). So **M** = 6**A** = 12,960. That Rock-Mud spell would come in handy.

The other two are approached in the same way but note that **M** = 12**A** for the Iron Golem which has poison and magic immunity and can only be hit by fighters of level 7 or higher with weapons of bonus +3 or better. All Golems are on Greyhawk level 6.

Monster	AC	Hit Dice	Melee notation	Greyhawk Level	D	A	M
Flesh Golem	–1	40	2 : 2 x 100% 4½ : Ma		(177.8)	(960)	1920
Stone Golem	–3	60	1 : 100% 13½ : Ma		$(D_4)=(266.7)_4$	$(A_4)=(2160)_4$	12960
Iron Golem	–5	80	1 : 100% 22 : MaPo		$(D_7)=(177.8)_7$	$(A_7)=(2737.7)_7$	32849

If I should ever run into the odd Iron Golem or two, I hope I remember to bring the tame Rust Monster along!

Elementals are of four types – Air, Earth, Fire and Water – and the hit dice of each type varies according to its method of summoning. Staff Elementals have 8 dice, Device Elementals 12 dice and Conjured Elementals 16 dice. Non-magical attacks have no effect on them which means the property Ma and **M** = 2**A**. Their attack varies according to the victim's element – I have assumed all attacks take place on earth (i.e. down a dungeon) except that I have added for the Water Elemental its more violent attacks against a victim in the water element (which is not impossible down a dungeon). All Elementals have AC2 and are ignored in the Greyhawk tables.

Elemental	HD	Melee notation	Victim's element	D	A	M
Air	8	1 : 100% 9 : Ma	Earth	(40)	(180)	360
	12	1 : 100% 9 : Ma	Earth	(60)	(378)	756
	16	1 : 100% 9 : Ma	Earth	(80)	(504)	1008
Fire	8	1 : 100% 13½ : Ma	Earth	(40)	(270)	540
	12	1 : 100% 13½ : Ma	Earth	(60)	(567)	1134
	16	1 : 100% 13½ : Ma	Earth	(80)	(756)	1512
Water	8	1 : 100% 4½ : Ma	Earth	(40)	(90)	180
	12	1 : 100% 4½ : Ma	Earth	(60)	(189)	378
	16	1 : 100% 4½ : Ma	Earth	(80)	(252)	504
Water	8	1 : 100% 16½ : Ma	Water	(40)	(330)	660
	12	1 : 100% 16½ : Ma	Water	(60)	(693)	1386
	16	1 : 100% 16½ : Ma	Water	(80)	(924)	1848
Earth	8	1 : 100% 18 : Ma	Earth	(40)	(360)	720
	12	1 : 100% 18 : Ma	Earth	(60)	(756)	1512
	16	1 : 100% 18 : Ma	Earth	(80)	(1008)	2016

The main problem with the Demons is to come to an assessment of their magical powers and particularly their ability to gate in allies. Opinions will vary but I suggest **M** = 3**A** for Demons I and II, **M** = 3½**A** for Demons III and IV, **M** = 4**A** for Demon V and **M** = 5**A** for Demon VI. For the Succubus' magical power alone I would suggest **M** = 3**A** but its level draining kiss needs an extra bonus and I settle for **M** = 4**A** overall. Additionally some Demons get extra bonus for AC – 1 or less. Demons are not listed in the Greyhawk tables.

Demon	AC	Hit Dice	Melee notation	D	A	M
I	0	8	1 : 40% 8½ : 60% 9 : Ma	160	704	2112
II	–2	9	3 : 2 x 100% 2 : 100% 10 : Ma	D_4=90	A_4=756	4536
III	–4	10	1 : 50% 18 : 50% 17½ : Ma	D_7=66.7	A_7=710	6390
IV	4	7 (1-10)	3 : 2 x 100% 4½ : 100% 7 : Ma	(28.5)	(376.4)	2634.8
V	7	7	7 : 6 x 100% 4½ : 100% 5 : Ma	(15.6)	(248.9)	1991.2
VI	2	10	1 : 41.7% 13 : 58.3% 17 : Ma	(50)	(535.5)	5355
Succubus	9	6	2 : 2 x 100% 2 : MaL	(10.9)	(19.6)	78.4

I have not tackled the Princes since I don't expect to use them.

A rather surprising set of results – surprising in **A** as well as **M**, so it is not just the bonuses which cause the unexpected variation. Yet the beasts with the highest values of **M** are the ones with low AC, so perhaps the results are not so surprising after all. Did the designers feel that the increased magic resistance and power of the high-numbered Demons more than adequately compensated for a weak AC? If so, it seems they are wrong.

It is worth digressing a bit to stress the importance of AC. Take a fictitious beast with variable AC between –1 and 9, with hit probability 50% and 10 dice, which hands out 2–12 damage per hit – melee notations is 1 : 100% 7 : –

AC	**9**	**7**	**5**	**3**	**1**	**-1**
D	18.2	22.2	28.6	40	66.7	200
A=M	63.7	77.7	100.1	140	233.5	700

A wide variation in **M**, solely the product of variation in AC. Yet do we consider AC when deciding whether or not to attack a particular beast? I think not – most players' minds are set on the possible damage they could take, and this I suggest can be dangerously misleading.

EPT Monsters

I suspect mine is not the only dungeon to contain free adaptations of Empire of the Petal Throne (EPT) monsters so I have included some here. We need I = Insanity (qualifying for **M** = 2**A**) for the Hliir, H = Hypnosis (**M** = 2**A**) for the Marashyalu and E = Electrical Defence (**M** = 2**A**) for the Ruum. MC in the melee notation for the Ngayu is Metal Corrosion (no bonus since it doesn't affect the person).

Monster	AC	Hit Dice	Melee notation	D	A	M
Chnelh	7	1–1	1 : 100% 3½ : –	1.6	1.2	1.2
Kurgha	6	1	1 : 100% 2½ : –	2.5	1.6	1.6
Qol	2	1+1	2 : 100% 3½ : 100% 2½ : Po	6.1	9.1	18.2
Mrur	6	1+3	1 : 100% 3½ : R	4.2	3.6	5.4
Hlutrgu*	7	2	25% 1 : 100% 3½ : –			
			25% 2 : 2 x 100% 3½ : –			
			25% 3 : 3 x 100% 3½ : –			
			25% 4 : 4 x 100% 3½ : –	4.4	7.9	7.9
Shedra	6	2	1 : 100% 4½ : –	5	6.8	6.8
Huruu	7	2+3	1 : 100% 3½ : De	5.9	6.2	9.3
Hlyss (1st)	4	2	2 : 100% 3½ : 100% 4½ : Pa	6.7	16	32
Hlyss (2nd)	4	3	2 : 100% 3½ : 100% 4½ : Pa	10	32	64
Hlyss (3rd)	4	4+1	2 : 100% 3½ : 100% 4½ : Pa	14	50.7	101.4
Hlyss (4th)	4	5+1	2 : 100% 6½ : 100% 5½ : Pa	17.4	94	188
Hlyss (5th)	4	6+1	2 : 100% 6½ : 100% 5½ : Pa	20.7	112	224
Dlaqo	2	3	1 : 100% 3½ : –	15	21	21
	2	6	1 : 100% 6½ : –	30	87.8	87.8
	2	9	1 : 100% 12 : –	45	324	324
Muagh	8	3	1 : – : Ad	6	–	30
	8	6	1 : – : Ad	12	–	60
	8	15	1 : – : Ad	30	–	150
Shen	2	3	1 : 70% 4½ : 30% 10½ : –	15	37.8	37.8
Mnor	2	3+1	1 : 100% 3½ : –	16.1	22.6	22.6
Kayi	7	4	1 : 100% 7 : L	8.9	–	110
Ngayu	4	4	1 : 50% 3½ : 50% MC : –	13.3	21	21
Marashyalu	3	4	1 : 100% 9 : H	16	64.8	129.6
Biridlu	3	4+1	1 : – : Sm	16.9	–	120
Thunruu	4	5	1 : 100% 7 : –	16.7	52.5	52.5
Feshenga	4	5	1 : 100% 4½ : Po (25%)	16.7	33.8	50.7
Tsuruu	3	5+3	1 – 4 : 1 – 4 each 3½ : Ma	22.7	89.3	178.6
Zrne	5	6	1 : 100% 7 : PoMa	(17.1)	(54)	162
Aqaa	2	6	1 : 100% 10½ : Sw	30	142	284
	2	12	1 : 100% 10½ : Sw	60	284	568
	2	18	1 : 100% 10½ : Sw	90	426	852
Hra	4	7	1 : 100% 7 : LR	23.3	81.7	245.1
Hliir	2	8	1 : 100% 7 : I	40	140	280
Sagun	3	10	1 : 100% 10½ : Po	40	252	504
Ruun	2	11	2 : 100% 4½ : 100% 5 : E	55	366	732

* (The complex melee notation is due to the beasts' uncertainty whether to throw one, two, three or four darts at its opponent.)

So the set is virtually complete and I am left wondering what to do with all these results. Go out and stamp the appropriate Monstermark on each monster's anatomy? There are a few obvious omissions – the Titan and the Beholder for

The Monstermark System

Continued from previous page

instance — but when you think about their properties you will realise why I have ducked them. Further monsters can be added at will — and the method provides a useful check for 'designers' of new monsters. I wonder whether the bloke who devised the Roper, for instance, realised just what a fearsome beast he was putting out on the market.

Monster Level Tables

Greyhawk has not been completely discredited and there still remains discernable correlation between the Monstermarks and the Greyhawk monster level tables. But the correlation is sufficiently weak to suggest that the tables need revision. Nearly 200 monsters have been mentioned in this article, so if you want to include them all and yet retain a reasonable number in each monster level, I suggest Greyhawk's six levels be abandoned in favour of twelve new levels based on the Monstermarks. The ranges of **M** have been chosen so as to provide between 10 and 20 monsters on each level to make die-rolling easy. Some monsters are not included — the Rust Monster and the more-or-less static 'wanderers' such as Green Slime. Humans are also excluded (evil wizards, chaotic heroes and the like) though they too can be added. I have inserted a few more for which there is no Monstermark — the Titan, the Beholder and the Homunculus.

Here, then are my proposed monster level tables.

Level I M=0.1 to 6.0	Level II M=6.1 to 20.0	Level III M=20.1 to 40.0
1. Kobold	1. Wildcat	1. Ogre
2. Orc	2. Lizard Man (armed)	2. Centaur
3. Goblin	3. Lizard Man (unarmed)	3. Harpy
4. Gnoll	4. Bugbear	4. Blink Dog
5. Hobgoblin	5. Shadow	5. Gargoyle
6. Stirge	6. Ghoul	6. Giant Leech
7. Skeleton	7. Giant Fire Beetle	7. Giant Tick
8. Zombie	8. Giant Bombardier Beetle	8. Wererat (human form)
9. Giant Spider	9. Giant Toad	9. Gelatinous Cube
10. Chnelh	10. Wererat (rat form)	10. Ochre Jelly
11. Kurgha	11. Qol	11. Hell Hound (3 dice)
12. Mrur	12. Hlutrgu	12. Hlyss (1st level)
	13. Shedra	13. Dlaqo (3 dice)
	14. Huruu	14. Muagh (3 dice)
		15. Shen
		16. Mnor
		17. Ngayu

Level IV M=40.1 to 72.0	Level V M=72.1 to 100.0	Level VI m=100.1 to 140.0
1. Su Monster	1. Lammasu	1. Hill Giant
2. Minotaur	2. Wraith	2. Griffon
3. Medusa	3. Giant Scorpion	3. Ogre Magi
4. Cockatrice	4. Giant Boring Beetle	4. Basilisk
5. Phase Spider	5. Wereboar	5. Lurker
6. Wight	6. Hell Hound (6 dice)	6. Mummy
7. Giant Wasp	7. Hell Hound (7 dice)	7. Giant Snake
8. Werewolf	8. Hydra (5 heads)	8. Carrion Crawler
9. Hell Hound (4-5 dice)	9. Spirit Naga (9 dice)	9. Hydra (6 heads)
10. Ice Phantom	10. Succubus	10. Djinn
11. Doppelganger	11. Homunculus	11. Spirit Naga (10 dice)
12. Water Naga	12. Dlaqo (6 dice)	12. Hlyss (3rd level)
13. Hlyss (2nd level)		13. Kayi
14. Muagh (6 dice)		14. Marashyalu
15. Thunruu		15. Biridlu
16. Feshenga		

Level VII M=140.1 to 200.0	Level VIII M=200.1 to 280.0	Level IX M=280.1 to 450.0
1. Stone Giant	1. Displacer Beast	1. Ent
2. Manticore	2. Couatl	2. Gorgon
3. Invisible Stalker	3. Mummy (fireproof)	3. Vampire
4. Owl Bear	4. Spectre	4. Werebear
5. Troll	5. Giant Slug	5. Black Dragon (7-8 dice)
6. Wyvern	6. Black Pudding	6. Green Dragon (7-8 dice)
7. Weretiger	7. Chimaera	7. Blue Dragon (8 dice)
8. White Dragon (5 dice)	8. White Dragon (6-7 dice)	8. Hydra (8 heads)
9. Tracker	9. Black Dragon (6 dice)	9. Guardian Naga
10. Salamander	10. Triton	10. Lich
11. Shedu	11. Hydra (7 heads)	11. Air Elemental (8 dice)
12. Water Elemental (on land — 8 dice)	12. Hlyss (5th level)	12. Water Elemental (on land — 12 dice)
13. Hlyss (4th level)	13. Aqaa (6 dice)	13. Dlaqo (9 dice)
14. Muagh (15 dice)	14. Hra	
15. Tsuruu	15. Hliir	
16. Zrne		

Level X M=450.1 to 800.0	Level XI M=800.1 to 2000.0	Level XII M=2000.1 up
1. Umber Hulk	1. Intellect Devourer	1. Roper (10-12 dice)
2. Fire Lizard	2. Red Dragon (11 dice)	2. Stone Golem
3. Green Dragon (9 dice)	3. Golden Dragon (11-12 dice)	3. Iron Golem
4. Blue Dragon (9-10 dice)	4. Hydra (11-12 heads)	4. Earth Elemental (16 dice)
5. Red Dragon (9-10 dice)	5. Shambling Mound (8-9 dice)	5. Demon I
6. Golden Dragon (10 dice)	6. Ghost	6. Demon II
7. Hydra (9-10 heads)	7. Flesh Golem	7. Demon III
8. Shambling Mound (6-7 dice)	8. Air Elemental (16 dice)	8. Demon IV
9. Mind Flayer	9. Fire Elemental (12-16 dice)	9. Demon VI
10. Efreet	10. Earth Elemental (12 dice)	10. Will O'Wisp
11. Purple Worm	11. Demon V	
12. Air Elemental (12 dice)	12. Titan	
13. Fire Elemental (8 dice)	13. Aqaa (18 dice)	
14. Earth Elemental (8 dice)	14. Water Elemental (in water — 12-16 dice)	
15. Beholder		
16. Aqaa (12 dice)		
17. Sagun		
18. Ruun		
19. Water Elemental (16 dice on land)		
20. Water Elemental (in water — 8 dice)		

A revised Monster Determination Table is probably necessary and one will be suggested next time, together with an examination of some other possible uses of the Monstermark, including how to determine experience points.

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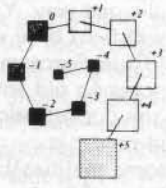

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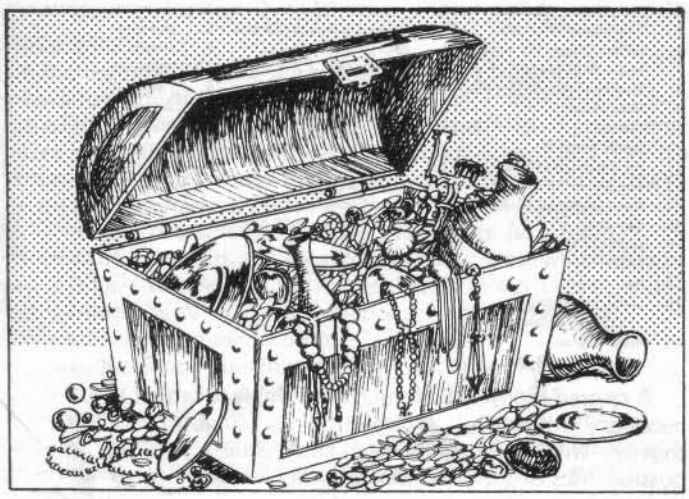
METAGAMING CONCEPTS

TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D monsters, additional rules, character classes, magic systems, objects, tricks and traps etc.

New Magic Item

Needle of Incalculable Power
by Julian Cable

This needle looks like an ordinary sewing needle. It is usually found in a velvet-lined wooden box. It possesses whatever power the finder suspects it of having, e.g. if a player thinks it is a needle of disintegration, then for him it will always be a disintegrator and nothing else. However, any other player may have his own power for the needle (including harmful powers, e.g. if a player believes the needle, on picking it up, to be poisonous, he would have to make his saving throw against poison.

The needle cannot have the same power for two or more characters.

Each time a power is used, a character's own energy is greatly used and a deduction of 5 Prime Requisite points from the character must be made. This loss of energy (PR points) cannot be regained for a month.

Having set a precedent last issue with the introduction of a rather unusual character class, The Pervert, we give space this time to yet another:

The Scientist

by Dave Langford

The sage Figgis has anxiously observed a new class among us: Scientists. The prime requisite for this strange breed is *Scientific Approach*, calculated by adding Intelligence to Wisdom, dividing by 2 and subtracting the square root of the difference between the Dexterity and Charisma. Scientists, it seems, like to do things in the most complicated way. Yet they insist upon *precision*, and to this end will fight only with edged weapons (eg +1 Scalpel, Cursed Steel Rule, Sarcasm). Their tatty lab-coats, thickly padded with notes on old envelopes, count as AC8, but a critical hit upon the pocket calculator scores double damage. Their most-used power is Scepticism, destructive of all illusion (and some realities!). High level Scientists have even deadlier abilities. A Professor of Mathematics, for example, can translate his foes into Hilbert space with but a gesture of the pencil . . . To balance the might of Science, the chaotic powers of Antiscience exist in equal strength:

Level (& no. of 5-sided hit dice)	Scientist	Antiscientist	Experience Points
1	Illiterate	Illiterate	0
1	Graduate	Illiterate	π
2	Technician	Luddite	1,024
3	Programmer	Astrologer	2,048
4	Researcher	Administrator	4,096
5	Ph.D	Pop Singer	8,192
6	Prof. of Biology	Jehovah's Witness	16,384
7	Prof. of Mathematics	Football Supporter	32,768
8	Prof. of Physics	Sociologist	65,536
9	Polymath	Vondaniken	131,072

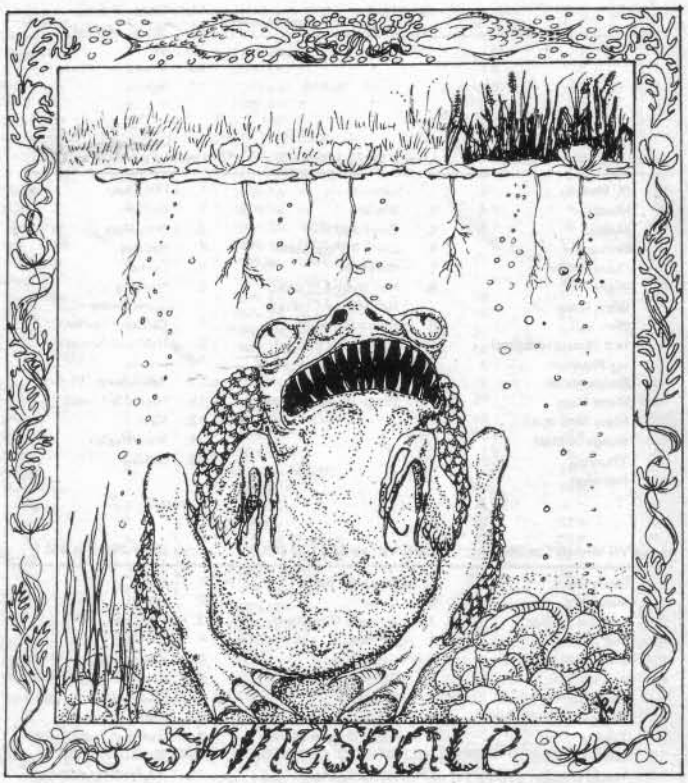
Science changes swiftly: by the time a Polymath or Vondaniken has acquired 262,144 EPs, he/she will be *out of touch* and must start again at 1st level. The other fate most dreaded by Scientists is the bestowal of the Nobel Prize by a capricious DM. Recipients of this honour collect 30,000 silver pieces, but are instantly attacked by every other Scientist in the game . . .

New Monsters

For Use in Wilderness Campaigns
by Ian Livingstone

SPINESCALE

Number Appearing:	**1 – 6**
Armour Class:	**7**
Movement:	**12" in water**
	3" on land
Hit Dice:	**2**
% in Lair:	**20%**
Treasure:	**Nil**



Spinescales are a frog mutation which were created unknowingly by the Master Alchemist Vollan. During his experiments to produce a new acid, certain untreated chemical wastes from his laboratory found their way into the drainage

system with eventual contamination of nearby streams and ponds. Fortunately, no other forms of life were affected besides the frogs.

Within a short period of time, the frogs mutated to become 3' in length and had a tough outer skin of leathery scales save for a small area around its underside. They grew razor-sharp teeth and also developed two fangs on their palates with which they could inject poison into their prey. From insects, they developed a taste for human flesh and would sit motionless in the shadows of shallow pools waiting to tear apart the legs of some foolish traveller who unwittingly stepped into the water.

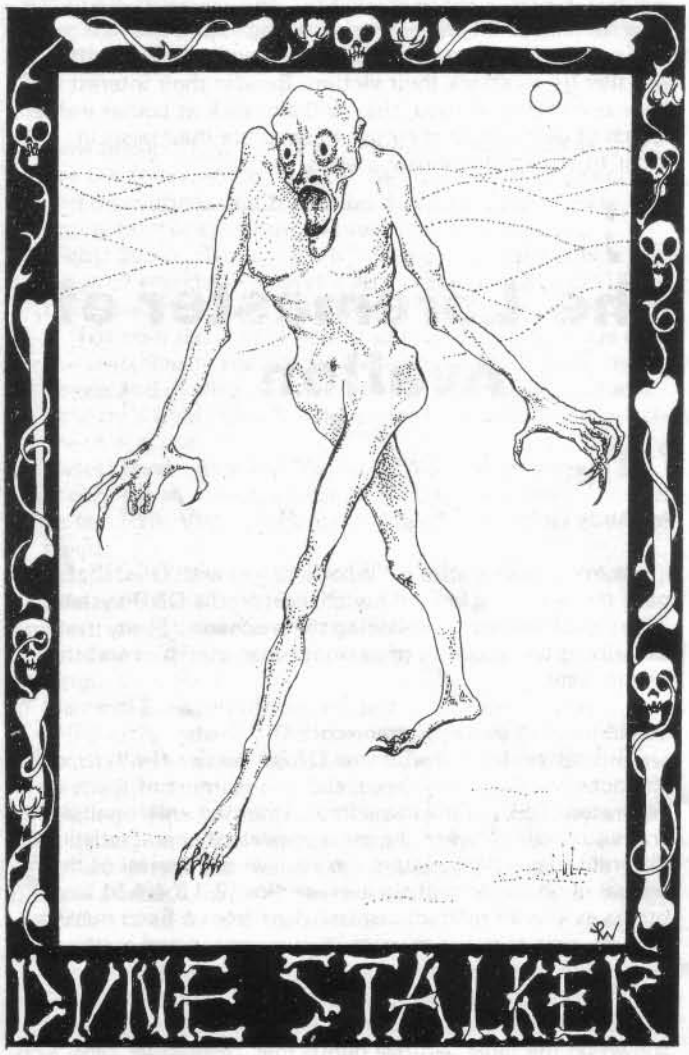
Spinescales will usually try to avoid any fights on dry land due to their being so cumbersome out of the water, and will have their hit dice reduced to 1 should such a confrontation take place.

The fangs on its palate will automatically inject poison each time the Spinescale bites its victim which will cause an additional 1 8-sided die damage.

Normal edged weapons, clubs, etc. will bounce off a Spinescale's outer skin; its vulnerable spots being the eyes and soft underbelly.

DUNE STALKER

Number Appearing:	**1**
Armour Class:	**3**
Movement:	**12"**
Hit Dice:	**6**
% in Lair:	**Nil**
Treasure:	**Nil**



These vile creatures are usually conjured up by exiled Evil Macic Users of 5th level or above who live alone in the desert wilderness, eager to seek revenge on any lawful characters.

Dune Stalkers can only be created by a Magic User reading from the appropriate scroll. They are related to Invisible Stalkers insofar as they are faultless trackers and will always complete their mission or be returned to non-dimension in the attempt.

Attack is by sonic vibration which has a range of 60', but Dune Stalkers also have the ability to give their victims the 'Kiss of Death'. This is done by the Dune Stalker making direct contact with its lips on human skin. The 'Kiss of Death' can only be counteracted by an 8th level Raise Dead spell.

Dune Stalkers only suffer damage from magical weapons.

THE NING

Number Appearing:	**1**
Armour Class:	**4**
Movement:	**12"**
Hit Dice:	**5**
% in Lair:	**Nil**
Treasure:	**Nil**

The Ning is a creature greatly feared by all character types. They were created, like the Dune Stalker, by exiled Evil Priests who would keep them in non-dimension inside a corked flask. These flasks would then be sold to neutral or chaotic merchants who would then resell them to the highest bidder, usually for a sum exceeding 2000GPs. The flask would often be put in the treasure chest or room of its buyer in order to protect his wealth. Being gold-plated, the flask would look like just another piece of treasure, but when opened, it would soon be discovered that it was anything but treasure.

The Ning would instantly materialise from the flask, and set about killing all those within the room concerned in a most disconcerting way. It would immediately start to hypnotise everybody in the room who made eye-to-eye contact with it – not unlikely in view of the surprise element. A character can try to make his saving throw against the hypnosis. Roll a 20-sided die. 1st to 3rd level characters must roll 15 or above, 7th to 10th level must roll 11 or above, and above 10th level must roll 9 or above. Should any character

Continued on page 20

TREASURE CHEST

Continued from page 19

become hypnotised, he will start to walk towards the Ning who would crush him with his muscular lower pair of arms. The use of weapons to the Ning's body are a waste of time – his only vulnerable spot being the two tiny arms near the top of his head. These are, in fact, antennae made to look like arms, and are always seen waving frantically around during a fight. These must be cut off in order to disorientate the Ning and make it lose all coordination – no small task in view of its 12' height.

A Ning can never be killed. Upon the severing of its second 'antenna' it will start to dematerialise and return to its flask at which time it is suggested the cork is replaced as the regenerative powers of the Ning are rapid. Should the Ning kill all those in the room, he will still return to the flask, mission accomplished, the cork to be replaced by the Ning's owner who would be wearing his protective 'Ning Ring'.

GIANT CATERPILLAR

Number Appearing:	**2 – 10**
Armour Class:	**8**
Movement:	**3"**
Hit Dice:	**2**
% in Lair:	**20%**
Treasure:	**Nil**

Giant Caterpillars are to be found in dense undergrowth eating huge amounts of foliage in preparation for their long cacoon stage. Being so concerned with eating they will usually not attack unless attacked first. However, they are often hunted as their skins are highly sought after, especially by Hill People, for the manufacture of ceremonial dancing costumes. Prices of up to 200GPs per skin are often paid.

A Giant Caterpillar's defence is pretty weak except for its mandibles which can inject poison against which a character must make his usual saving throw.

BLOOD HAWK

Number Appearing:	**5 – 20**
Armour Class:	**6**
Movement:	**24"**
Hit Dice:	**1+1**
% in Lair:	**25%**
Treasure:	**Gems 1 – 10:10% per nest**

Blood Hawks resemble normal hawks in size only. Their feathers, flesh-tearing beaks and razor sharp talons are of the type more normally associated with eagles and the like.

They nest high up in trees and will swoop down swiftly and silently to attack their victims. Besides their interest in flesh as a source of food, they will also pick at bodies in search of gems which they use to decorate their nests in order to attract the female species.

The Loremaster of Avallon

Part II

by Andy Holt

In my previous article, "What's wrong with D&D?", I gave the reasoning behind my changes to the D&D systems. This time I will start explaining the mechanics of my system, describing the selection of personal characteristics and the magic system.

Selection of Personal Characteristics

This differs from the normal D&D selection, both in which characteristics are considered, and in how most of them are generated. To keep the game 'fair', I wanted only small differences to occur between the most important characteristics of different players' characters. To achieve this several of them are based on the sum of six average dice (2,3,3,4,4,5), and others as a small random displacement from a fixed number. The main characteristics, with their meanings and method of generation, are summarised in table I.

If a player *for his first character* rolls below certain numbers on some characteristics he gets "grudge points" as shown on the table. Grudge points may be used for rerolls on characteristics (1 roll per point – but all rerolls must be committed before any are made), or to "buy" special abilities – such as ambidexterity, or ability with missile weapons. Other characteristics, when required, are determined

by throwing three ordinary dice (two in the case of missile abilities unless grudge points have been used) and are multiplied by five to give a percentage chance of success in the specified activity (modifiable according to circumstances, of course).

Finally, rather than giving experience points, I give changes in personal characteristics appropriate to events experienced. Changes in "level" occur only by passing certain tests.

The Magic System

Most magic can only be used by intelligent beings who have had special training (which includes the player-characters who are initially "students of Lore"). A few other creatures have a specialised use of magic, and one spell is known to, and usable by, almost any man or creature. Each spell consists of a sequence of some of the 38 symbols in table II, together with a key word which must be pronounced correctly. The key word *is* related to the symbols (but I'm not going to tell you how – it is left as "an easy exercise for the interested reader"). To use a spell, first sufficient energy has to be built up, then cards with the symbols marked on are put down, and the words of the spell uttered. If the spell is completely correct, the desired effect then takes place, otherwise it fails, works partially, or (usually) backfires (as defined by the referee).

Energy is built up as follows: each "turn" an average die is thrown and one is added – this represents the maximum amount of energy available from the environment. Provided that he does not exceed his magic rate or capacity, a character can store up to that amount of energy. There are limits to the amount of energy that can safely be stored for any extended period.

I give details of a few of my spells below, but would advise any DM intending to use such a system to devise their own sequences, and method of generating the keyword.

Spells

a) **Bow break:** "Ugh". Just to be contrary this spell does not use the above system, but can be employed by all people and many monsters. It requires 1 energy and causes a strung bow or crossbow to break, injuring the user.
b) **Light:** Sun in Gemini "Darb". This can be used with a wide range of energies – 1 gives a very dim glow, 30 a dazzling brilliance. The energy is fed into a coin as the user gazes at it. The coin starts to glow and spin, and then levitates above the users' head. The light is green for a copper coin, the colour and quality of moonlight for a silver one, and sunlight for a gold coin. The light lasts for a certain period, then the coin drops.
c) **Detect Magic:** Libra or Mercury "Woom". This needs 5 energy for an object, 15 for an area, giving a yes/no answer.
d) **Detect Evil:** Virgo under Earth "Zug". Otherwise as detect magic.
e) **Telepathy:** Comet to Capricorn "Fang", 3 energy, communicate with a willing sapient mind.
f) **Neutralise Poison:** Saturn not Scorpio "Choke", 8 energy for a person, 15 for a small object, and 25 for a creature's fangs.
g) **Mammal Empathy:** Moon of Saturn opposes Jupiter "Highkit", 6 energy. The mammal concerned must be touched with a bare hand (no armour!) whereupon it ceases to struggle and may communicate.
h) **Healing:** Venus not Cancer "Roas" (energy requirements complex) stops bleeding and cures minor damage – with the aid of materials cures broken bones, etc.
i) **Hold Portal:** Uranus conjoins Aquarius "Shave". 10 energy holds a door for six minutes.
j) **Open door:** And Libra to Earth with Venus "Sezame" – energy depends on the door.
k) **Stun:** Not Libra of Taurus over Cancer with Mars "Geronimo!", 10 energy used on charge into fight to gain an advantage.

This system leads to interesting effects like a player panicking as he tries to remember the neutralise poison spell while his constitution drops towards the unconsciousness point!

Table I

Constitution = 50 + D10 – D10, grudge points: 1 for 46 or 47, 2 for 42 to 45, 3 for 41.
It is the ability to take damage – all damage received decreases constitution – if below 20% of normal will become unconscious, if zero dead!

Speed = sum of six average dice, grudge points: 1 for 17 or 18, 2 for 15 or 16, 3 for 14, 4 for 12 or 13.
It is agility while fighting (and is modified by equipment carried, armour worn, and weapons used).

Strength = sum of six average dice, grudge points as for speed.
It is the basic strength of any hit made (modified by weapon used and a random factor).

Skill = take sum of six average dice:
if 12 or 13, skill is 3 in attack and defence (3 grudge points)
if 14 to 16, skill is 3 in attack, 4 in defence (1 grudge point)
if 17 to 25, skill is 4 in both
if 26 to 28, skill is 4 in attack, 5 in defence
if 29 or 30, skill is 5 in both.

Magic Capacity = 25 + D6 – D6, grudge points: 1 for 21 or 22, 2 for 20 is maximum amount of energy that the character can use.

Magic Rate = 3 + total of three dice counting evens as 0 odds as 1. It is the maximum number of energy points that can be stored each turn.

Magic Efficiency = 1 to start with – will increase later. It is a multiplier for the amount of energy used in a spell to give effective energy.

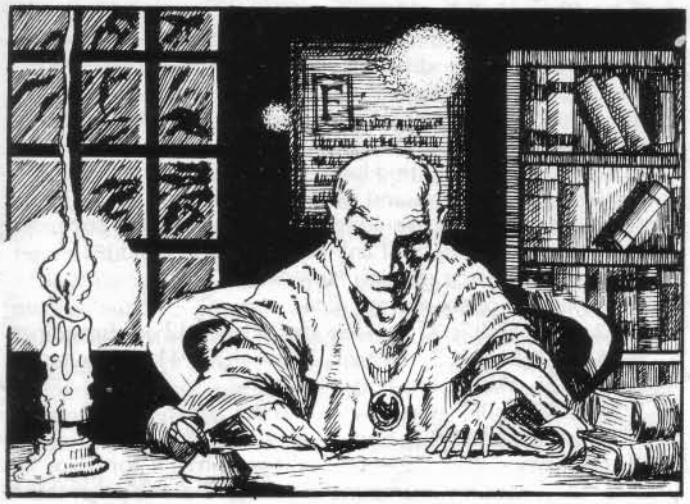
Base Cards = 10

Replacement Rate = R3E7
both these are used in the combat system which will be explained in my next article.

Table II

Symbol	Name	Symbol	Name
♈	Aries	☉	Sun
♉	Taurus	☽	Moon
♊	Gemini	☿	Mercury
♋	Cancer	♀	Venus
♌	Leo	⊕	Earth
♍	Virgo	♂	Mars
♎	Libra	♃	Jupiter
♏	Scorpio	♄	Saturn
♐	Sagittarius	♅	Uranus
♑	Capricorn	☄	Comet
♒	Aquarius	∞	Universe
♓	Pisces	☥	Ankh
∧	And	∨	Or
✱	By	/	Over
☌	Conjoins	□	Quadrature
⊂	In	⚺	To
∼	Not	▽	Trine
∮	Of	↓	Under
☍	Opposition	+	With

LETTERS



Readers' thoughts, suggestions, ideas, views, comments and criticisms. Letters should be sent to the Editor, WHITE DWARF, Games Workshop, 97 Uxbridge Road, London W12.

r WD,

ɔngratulations on the high standards set by the first issue of ' hite Dwarf.

Although I enjoyed the article on Metamorphosis Alpha (and have bought the game as a result), I was rather irritated by the suggested 'Gravitational Effects Chart'.

In the book 'Orphans of the Sky' the gravitational effect was, in fact, centrifugal force caused by the ship spinning on its own axis. Decks were arranged concentrically around the axis with each deck being a cylinder within the previous deck. Thus, ascending from the 'lowest' or outermost deck to the 'highest', 'gravity' gradually decreased to zero.

In Metamorphosis Alpha, however, the decks are arranged parallel to the axis with gravity effects caused by a gravity generator. Presumably such a generator would have an effect throughout the ship.

Yours sincerely,
Graham Reynolds

– Oops, sorry about that. It's a good job Robert Heinlein doesn't subscribe to White Dwarf yet – what would he have said?! However, there's no reason why Starship Masters shouldn't design their ships as per the Heinlein specification should they wish to use the Gravitational Effects Chart. Each ship would be vastly different even if the rules in MA were strictly adhered to, and, as there is unlikely to be any interchangeability of player-characters between starships, I don't think it matters if decks are arranged concentrically around, rather than parallel to the axis. *–Ed.*

Dear WD,

I thought White Dwarf 1 looked very impressive, and the front and back covers were nice too.

I read with interest Martin Easterbrook's review of Starship Troopers, but wonder how often he has actually played it? I agree with what he says but he makes no mention about play balance. Perhaps this is reasonable as there isn't any! Admittedly I haven't played all the scenarios, but of those I have played the Mobile Infantry always beat the Skinnies and the Bugs nearly always beat the Mobile Infantry. This is especially true of the last scenario which should be la piece de resistance. However, given correct play the Bugs can win 95% of the time.

Cheers,
Graham Buckell

Dear WD,

Here are a few comments on White Dwarf 1. I thought the artwork was superb, especially the back cover. The Metamorphosis Alpha article was both useful and interesting – I really must get around to reading those books referred to. The Open Box reviews should be a permanent feature although they were a bit too long.

I'm afraid I'm not very inspired by puzzles, hence my dislike for No Way Out? I enjoyed reading D&D Campaigns, Competitive D&D and The Warlord articles as they were all very informative. The Warlord article was especially useful to non-players, hopefully convincing them to buy the game – I would have done if I didn't have it already! Although it was undoubtedly an excellent article, I found the Monstermark System a little too 'heavy' to take in all at once. Treasure Chest should be expanded (as should everything else!!) and might I suggest that you include stories of D&D adventures in future issues.

If you want an 'Open Box' rating on White Dwarf, here's mine:

Metamorphosis Alpha:	8
The Monstermark System:	6
Open Box:	8
Competitive D&D:	9
No Way Out?:	3
D&D Campaigns:	9
The Warlord:	9
Treasure Chest:	10
Artwork:	10
OVERALL:	10

All in all, a superb effort – keep up the good work.
Best Wishes,
Adrian Bolt

– High praise indeed, thanks. It's extremely difficult to produce the first issue of any magazine as you can only include such material that you **think** *will go down well, but you can only improve by receiving feedback from readers and modifying the magazine accordingly. You were not alone in your comments, and, as you can see, a number of changes have been made this month including the expansion of Treasure Chest. In accordance with the requests, next issue will include an article on Solo Dungeon Mapping and also, we hope, a rather amusing D&D adventure write-up.* *–Ed.*

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FIGURES PRICE LIST

MINIFIGS

Dungeons & Dragons Range – 25mm

ORC
1 Orc with Guisarme 16½p
2 Orc with Fauchard 16½p
3 Orc with Kris-Bladed Spear 16½p
4 Orc with Halberd 16½p
5 Orc with Serrated Crescent 16½p
6 Orc hurling Spear 16½p
7 Orc firing Bow 16½p
8 Orc with Crossbow 16½p
9 Orc with Tulwar 16½p
10 Orc with Piercing Axe 16½p
11 Chieftan with Spiked Flail 16½p
12 Sub-Chief with Piercing Axe 16½p
13 Sub-Chief with Broad-Bladed Axe 16½p
14 Standard Bearer 16½p

DWF
1 Dwarf with Ox-Tongued Partizan 14p
2 Dwarf swinging One-Handed Pick 14p
3 Dwarf firing Light Crossbow 14p
4 Dwarf with Handaxe 14p
5 Dwarf swinging Two-Handed Axe 14p
6 Dwarf with Spear 14p
7 Dwarf with Flanged Mace 14p
8 Dwarf swinging Military Pick 14p
9 Dwarf firing Heavy Crossbow 14p
10 Dwarf with Two-Handed Axe 14p
11 Dwarf King holding Rod 14p
12 Dwarf blowing Warhorn 14p
13 Dwarf Noble with Two-Headed Mattock 14p
14 Dwarf Guard with Bec-de-Corbin 14p

KL
1 2 Kobolds with Short Javelins 16½p
2 2 Kobolds with Spiked Maces 16½p
3 2 Kobolds with Axes 16½p
4 2 Kobolds with Swords 16½p
5 2 Kobolds with Glaive-Headed Spears 16½p

HOB
1 2 Hobbits with Slings 16½p
2 2 Hobbits with Bows 16½p
3 2 Hobbits with Swords 16½p
4 2 Hobbits with Spears 16½p
5 2 Hobbits with Hand-Axes 16½p

GOB
1 Goblin whirling Sling 14p
2 Goblin with Voulge-Type Spear 14p
3 Goblin with Short Spear 14p
4 Goblin with swinging Morning Star 14p
5 Goblin with Military Pick 14p

HBG
1 Sergeant with Military Fork 16½p
2 Hobgoblin with Partizan 16½p
3 Hobgoblin with Spetum 16½p
4 Hobgoblin with Glaive Guisarme 16½p
5 Hobgoblin with Spiked-Tipped Guisarme 16½p
6 Hobgoblin hurling Spear 16½p
7 Hobgoblin firing Horn Bow 16½p
8 Hobgoblin with Barbed Whip 16½p
9 Hobgoblin with Scimitar 16½p
10 Hobgoblin with Spiked Mace 16½p
11 Hobgoblin marching with Banner 16½p
12 Chieftan with Mace 16½p
13 Sub-Chief with Kris-Bladed Sword 16½p
14 Guardsman with Bardische 16½p

ELF
1 High Elf with Long Spear 16½p
2 High Elf thrusting with Long Spear 16½p
3 High Elf firing Bow 16½p
4 High Elf attacking with Sword 16½p
5 High Elf with Two-Handed Sword 16½p
6 Wood Elf advancing with Bow 16½p
7 Wood Elf firing Bow 16½p
8 Wood Elf attacking with Sword 16½p
9 Wood Elf with Short Spear 16½p
10 Wood Elf with Short Spear 16½p
11 High Elf King 16½p
12 Wood Elf King 16½p
13 High Elf Noble 16½p
14 High Elf Guardsman 16½p

GNM
1 2 Gnomes with Swords 16½p
2 2 Gnomes firing Bows 16½p
3 2 Gnomes with Slings and Targets 16½p
4 2 Gnomes with Spears 16½p
5 2 Gnomes with Clubs 16½p

GNL
1 Chieftan with Broadaxe 16½p
2 Guard with Two-Handed Sword 16½p
3 Gnoll with Glaive-Fauchard 16½p
4 Gnoll firing Bow 16½p
5 Gnoll with Bill-Guisarme 16½p
6 Gnoll with Morning Star 16½p
7 Gnoll with Guisarme-Voulge 16½p
8 Gnoll with Sword and Broadaxe 16½p

Mythical Earth Range – 25mm

ME
1 Man-Orc with Sword 10p
2 Wood Elf with Bow 10p
3 Strip of 2 Dwarves 13p
4 Wizard 10p
5 Elf 10p
6 Strip of 3 Hobbits 13p
7 Wood Elf with Sword 10p
8 Mounted Wizard 11p
9 Man Orc with Axe 10p
10 2 Mounted Hobbits 13p
11 Large Troll with Club 10p
12 2 Small Trolls 13p
13 2 Armoured Dwarves 13p
14 Large Wolf (Suit. for ME 15+16) 13p
15 Mounted Goblin with Axe 11p
16 Mounted Goblin with Sword 11p
17 Large Huorn 39p
18 Small Huorn 26p
19 Rohan Lancer 11p
20 Rohan Horse Archer 11p
21 Dunland Spearman 10p
22 Dunland Axeman 10p
23 True Orc Archer 10p
24 True Orc Swordsman 10p
25 Harad Spearman 10p
26 Harad Mounted Lancer 11p
27 Southron Spearman 10p
28 Southron Mounted Swordsman 11p
29 Pukelman 10p
30 Balrog 10p
31 Hill Troll 10p
32 Skeleton Man 11p
33 Ithilien Spearman 10p
34 Ithilien Archer 10p
35 Gondor Citadel Guard 10p
36 Beorn Bearman 26p
37 Large Ent 39p
38 Small Ent 26p
39 Giant 39p
40 Giant Spider 39p
41 Man Orc with Spear 10p
42 Barrow Wight 10p
43 Gondor Spearman 10p
44 Gondor Swordsman 10p

ME
45 True Orc with Sword & Shield 10p
46 Elf King 10p
47 Mounted Elf 11p
48 Strip of 3 Hobbits 13p
49 Gondor Knight 10p
50 Goblin with Sword & Shield 10p
51 Frog Man 10p
52 Black Rider 11p
53 Ranger with Sword 10p
54 Ranger with Spear 10p
55 Dwarf King & Standard 13p
56 Goblin with Spear/Shield/Bow 10p
57 Ringwraith and Nazgul 39p
58 Dragon 95p
59 Eagle 13p
60 Horse for Skeleton Man 13p
100 Centaur 13p
101 Pan 11p

M2 Horse for mounted Figs 13p

Sword & Sorcery Range – 25mm

SS
1 Vampire Girl 10p
2 Reptilian 10p
3 Reptilian 10p
4 Warrior Princess 10p
5 Skeleton Warrior 10p
6 Frost Giant's Daughter 10p
7 Frost Giant 10p
8 Vanaheim Spearman 10p
9 Vanaheim Swordsman 10p
10 Vanaheim Archer 10p
11 Witch of the Mists 10p
12 Faceless Man 10p
13 Faceless Man 10p
14 Shemite Spearman 10p
15 Shemite Officer 10p
16 Cimmerian Chieftan 10p
17 Cimmerian Spearman 10p
18 Cimmerian Swordsman 10p
19 Black Amazon 10p
20 Pirate 10p
21 Great White Ape 10p
22 Stygian Magician 10p
23 Zamporan Archer 10p
24 Zamporan Spearman 10p
25 Zamporan Swordsman 10p
26 Zamporan Chieftan 10p
27 Zamporan Town Guard 10p
28 Kushite Spearman 10p
29 Kushite Officer 10p
30 Stygian Wizard 10p
31 Stygian Bowman 10p
32 Marching Longbowman 10p
33 Marching Officer 10p
34 Border Pikeman 10p
35 Border Officer 10p
36 Border Standard Bearer 10p
37 Black Dragoon with Halberd 10p
38 Ghoul 10p
39 Mid-Western Crossbowman 10p
40 Mid-Western Officer 10p
41 Mid-Western Spearman 10p
42 Mid-Western Swordsman 10p
43 Native Spearman 10p
44 Native Javelinman 10p
45 Native Chief 10p
46 Giant Serpent 13p
47 Slimeman 10p
48 Cyclops 10p
49 Gargoyle 10p
50 Pict Light Infantry 10p
51 Pict Archer 10p
52 Pict Wizard 10p
53 Pict War Chief 10p
54 Hyrkranian Bowman 10p
55 Hyrkranian Spearman 10p
56 Hyrkranian Chieftan 10p
57 Khojan Archer 10p
58 Khojan Spearman 10p
59 Khojan Swordsman 10p
60 Khojan Chief 10p
61 Ogre 10p
62 Vandan Spearman 10p
63 Vandan Archer 10p
64 Vandan Officer 10p
65 Vandan Standard Bearer 10p
66 Western Wizard 10p
67 Eastern Wizard 10p
68 Amazon Bow Woman 10p
69 Amazon Spear Woman 10p
70 Giant Crab 39p
71 Wyvern 79p
72 Hippogritt 26p
73. Mummy 10p
74 Gorgon 10p
75 Medusa 10p
76 Hydra 79p
77 Eastern Spearman 10p
78 Eastern Swordsman 10p
79 Eastern Officer 10p
80 Winged Man 10p
81 Zamporan Tavern Keeper 10p
82 Zamporan Civilian – Seated 10p
83 Zamporan Civilian 10p
84 Zamporan Noble 10p
85 Zamporan Slave/Civilian 10p
86 Zamporan Wench – Seated 10p
87 Zamporan Thief 10p
88 Tavern Table 13p
89 Tavern Bench & Stool 13p
90 Tavern Accessories 13p

Sword & Sorcery Personalities

SSX
1 The Barbarian 12p
2 The Barbarian Warrior 12p
3 Pirate Girl 12p
4 Witch 12p
5 Arab 12p
6 Poofdah 12p

Misc. Clerics

AX12 Bishop 10p
AX13 Priest carrying Standard 10p
WR19 Bishop 10p
HYWCX 5 Joan d'Arc 11p

Science Fiction Range – 25mm

SF
1 Terresti Eonhover Vehicle 20p
2 Ter. Amphibian with Laser 10p
3 Aquila Death Angel 10p
4 Vertos Robotic 13p
5 Cehan Fishtoid with Laser 10p
6 Cehan Giant Insectoid 11p
7 Vertos Roboman with Laser 10p
8 Aquila Starman 10p
9 Earth Fed. S'man with Jet Pack 10p
10 Earth Fed. Spacemen with Laser 10p
11 Cehan Pinhead with Laser Rifle 10p
12 Cehan Pinhead Commander 10p
13 Cehan Pinhead with Death Spray 10p
14 Terresti Eonhover Heavy Laser 13p
15 Terresti Mad Rider 11p
16 Mad Rider's Mount 13p
17 Cehan Control Centre 20p
18 Aquila Lite-Man 10p
19 Aquila Dream-Man 10p
20 Terr. Eonhover Vehicle Driver 10p

SF
21 Terr. Eonhover H/Laser Operator 10p
22 Terresti Mad Rider King 11p
23 Aquila Underling with Club 10p
24 Aquila Underling Leader with Axe 10p
25 Vertos Robotic Brain Control 13p
26 Vertos Roboman Commander 10p
27 Vertos Robotic Commander 13p
28 Cehan Pinhead Firing Laser Rifle 10p
29 Cehan Pinhead Firing Death Spray 10p
30 Earth Fed. Magnocraft with Driver 36p
31 Earth Fed. Conscript with Sonic Gun 10p
32 Earth Fed. Conscript Captain 10p
33 Herbicus Umbrella Plant 13p
34 Herbicus Neutron Stunner 13p
35 Herbicus Carnivorous Fern 27½p
36 Herbicus Pollen Spray 13p
37 Herbicus Plantman with Boomerang 10p
38 Herbicus Plantman with Neutraliser 10p
39 Valka Spacewoman with Laser 10p
40 Valka Spacewoman with Neon Gun 10p
41 Valka Spacewoman with Laser Pistol 10p
42 Valka Spacewoman with Spear 10p
43 Valka Spacewoman with Organic Tube 10p
44 Valka Spacewoman with Club 10p
45 Valka Hover Operator 10p
46 Valka Sonic Hover Gun 13p
47 Valka S'woman with Death Spray 10p
48 Valka Hover Detector 10p

GREENWOOD & BALL

"Garrison" Sword & Sorcery Range - 25mm

G
1 Barbarian on Foot 10p
2 White Magician 10p
3 Shim Guard 10p
4 Northman with Mace 10p
5 Troll 10p
6 Frost Giant 25p
7 Northman Archer 10p
8 Northman with Spear 10p
9 Northman with Axes 10p
10 Northman Standard Bearer 10p
11 Snow Ape 25p
12 Demon 10p
13 Winged Demon 35p
14 Vanha Spearman 10p
15 Hawkman 25p
16 Two-Headed Troll Giant 25p
17 Oriental Giant 25p
18 Winged Serpent 35p
19 Bosnian Archer 10p
20 Aquiland Pikeman 10p
21 Aquiland Infantryman 10p
22 Aquiland Standard Bearer 10p
23 Dark Legion 10p
24M Aquiland Knight with Spear 25p
25M Aquiland Black Guard with Spear 25p
26M Aquiland Standard Bearer 25p
27 Nimidian Archer 10p
28 Nimidian Infantryman 10p
29 Nimidian Royal Guard 10p
30 Nimidian Standard Bearer 10p
31M Nimidian Knight with Spear 25p
32M Nimidian Guard with Spear 25p
33M Nimidian Standard Bearer 25p
34 Corinthian Infantryman 10p
35M Hyrkan Horse Archer 25p
36 Pict Infantryman 10p
37M Hyrkanian Horse Archer 25p
38 Shemite Archer 10p
39 Stygian Infantry with Pike 10p
40 Stygian Archer 10p
41 Stygian Standard Bearer 10p
42 Tarun Immortal 10p
44 Tarun Archer 10p
45 Tarun Standardbearer 10p
46M Tarun Heavy Cavalry 25p
47M Tarun Horse Archer 25p
48M Tarun Standard Bearer 25p
49 Vanha Infantry with Pike 10p
50 Vanha Archer 10p
51 Vanha Guard with Spear 10p
52 Vanha Standard Bearer 10p
53 Order of the Pale Hand 10p
54 Wizard of the Dark Ring 10p
55 Druid 10p
56 Priest of the Matrn 10p
57 Follower of Set 10p
58M Barbarian Hero 25p
59 Queen with Tiger 25p
60M Mounted King 25p
61 Enchantress 10p
62 Royal Attendant with Fan 10p
63 Royal Attendant with Vase 10p
64 Nude Femal Temple Dancer 10p
65 Griffon 35p
66 Centaur 25p
67M Hykan Cavalry with Glaive 25p
68M Vanha Mounted Swordsman 25p
69M Queen mounted on Tiger 25p
70 Tree Spirit – Ent 25p
71 Orc Chief with Standard 10p
72 Armoured Orc with Glaive 10p
73 Armoured Orc with Mace 10p
74 Armoured Frost Giant 25p

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CONQUEST

Age of Joman – 25mm

AJ
1 Goblin Chief 9p
2 Goblin with Scimitar & Shield 9p
3 Goblin Archer 9p
4 Lesser Goblin with Club & Shield 9p
5 Hobgoblin Halbardier 9p
6 Goblin Standard Bearer 11p
7 Goblin with War Trumpet 11p
8 Goblin of Death's Head Regiment 9p
9 Lesser Goblin Slinger 9p
10 Lesser Goblin with Javelin 9p
20 Dwarf with 2-headed Axe 9p
21 Dwarf with Crossbow 9p
22 Dwarf with Sword & Shield 9p
23 Dwarf Leader with Battle Hammer 9p
24 Dwarf Leader 9p
25 Dwarf Standard Bearer 11p
26 Dwarf Musician 9p
27 Dwarf Spearman 9p
41 Elf Armoured Spearman 9p
42 Elf Archer 9p
43 Elf Wizard 11p
44 Elf Light Javelinman 9p

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4 Vampire 11p
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6 Emmissary of Darkness 11p
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9 Hierophant (High Priest) 11p
10 Mounted Emmissary of Darkness 27p
11 Hunchback Wizard 11p
12 Great Troll 16p

LAMMING

Medieval Foot Range – 25mm

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FM4 Wererat 30p
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FD2 Dwarf attacking with Axe or Hammer 12p
FD3 Dwarf Thief with Sword or Spear 12p
FD4 Dwarf with Spear or Two-Handed Axe 12p

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F2 Fighting Bishop with Mace, flail or hammer 12p
F3 Young Wizard 12p
F4 Warrior Priest with Mace, flail or hammer 12p
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MINOT MINIATURES

The Age of the Barbarian – 25mm

Super Heroes
HA1 Barbarian with Sword 15p
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HA4 Red She Devil 15p
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Nasties
HA6 Dealer of Death on horse 30p
HA7 Ape Creature 15p
HA8 Swamp Demon 15p
HA9 Giant Neanderthal Man 20p
HA10 Black Queen of Death 20p
HA11 Black Wizard 15p

Miscellany
HA12 Terrified Nude Female 12p
HA13 Goddess of Light 12p
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HA15 Snake Goddess 20p

Olympians, Heroes and Horrors – 25mm

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9 Artemis, the huntress 30p
10 Hera, protectress of Marriage 30p
11 Aphrodite, Goddess of Love 30p
12 Demeter, Goddess of Crops 30p

CGH – Heroes
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2 Ulysses, slayer of the cyclops 10p
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Thane Tostig Range – 25mm

TT1 Thane Tostig with Detachable Shield 15p
TT2 Edith Tostig's female companion 10p
TT3 Beowulf of Barkynge with Battle Axe 10p
TT4 Sigurd, master of the bow and arrow 10p
TT5 Gurth the Serf, with spear, shield & horn 10p
TT6 Cedric the Slosher 10p
TT7 Infang, Tostig's ferocious dog 10p

King Debobmik Fen & Wood Sprites
TT8 King Debobmik, seated on throne 30p
TT9 Executioner with Axe 10p
TT9a Half naked female, kneeling 10p
TT10 Court Jester 10p
TT11 Palace Guard with Pole-Axe 10p
TT12 Hudekin, the Giant Idol, with the "Blooddrinker" sword (54mm) 85p

Sprite Warriors of the Debobmiks
TT13 Naked Sprite with Hudekin Standard 15p
TT14 Naked Sprite with War Horn 10p
TT15 Naked Sprite Drummer with Drum 20p
TT16 Armoured Sprite with Spiked Mace 10p
TT17 Armoured Sprite with Disembowelling Sword 10p
TT18 Armoured Sprite with Broad-Bladed Spear 10p
TT19 Naked Sprite Tribesman with Pole Axe 10p
TT20 Naked Sprite Tribesman with Glaive 10p
TT21 Naked Sprite Tribesman Archer 10p
TT22 Naked Sprite Tribesman with Rock 10p

At the torture chamber of the Debobmik Sprites
TT23 Stretching Rack and Operator 30p
TT24 Wheel of Torment (Takes two victims) 20p
TT25 Naked Female Torture Victim 10p
TT26 Naked Male Torture Victim 10p
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DER KRIEGSPIELER

Fantastiques – 25mm

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